

DUNGEONS & DRAGONS

A DARKENED WISH



TESS 2018
Dungeons & Dragons

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Cover Artist
TESS FOWLER

Cover Colorist
TAMRA BONVILLAIN

Series Assistant Editor
MEGAN BROWN

Series Editor
DAVID HEDGECKOCK

Collection Editors
ALONZO SIMON
and **ZAC BOONE**

Collection Designer
MARCONI TORRES

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DUNGEONS & DRAGONS
A DARKENED WISH



Written by

B. Dave Walters

Art by

Tess Fowler

Colors by

Jay Fotos

Letters by

Neil Uyetake and
Tom B. Long



Art By
TESS FOWLER

Colors By
TAMRA BONVILLAIN

LARON,
MOONSHAE ISLES—
PRESENT DAY.





HOW MANY?

SEVERAL. MAYBE THE FULL FORCE OF MORAY.

DO YOU—

—SEE HIM?



NOT YET.

HE MUST BE HERE—
—SOMEWHERE.



AND OUR TROOPS?

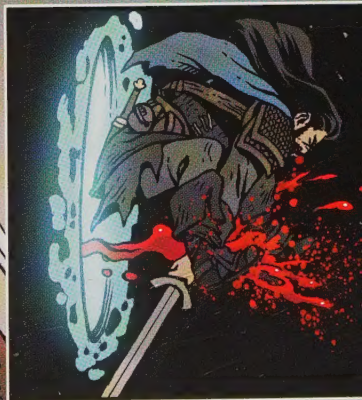
ON THE MARCH; THEY SHOULD BE HERE WITHIN MINUTES.



WE DON'T HAVE MINUTES.



NO, WE
DON'T.





ORLAND,
MOONSHAE
ISLES—BEFORE.

PLEASE DON'T
DO THIS HELENE.
THE CEREMONY
IS TOMORROW!

I KNOW
GRANDFATHER,
WHICH IS WHY
I'M LEAVING
TONIGHT!

YOU WILL BREAK
YOUR MOTHER'S HEART.
SHE'S BEEN DREAMING
ABOUT YOUR DAY OF
ASCENSION SINCE BEFORE
YOU WERE BORN.

I KNOW WHAT
SHE WANTS, IT
ISN'T WHAT I WANT.
BUT NO ONE EVER
SEEMS TO CARE
ABOUT THAT.

MY DAY OF
ASCENSION MEANS
I'M AN ADULT NOW,
YES? WELL, THEN
I CHOOSE TO
LEAVE.

YES, BUT
YOU CAN'T KEEP
GOING THROUGH
LIFE FACE-FIRST
CHILD. CHOICES
HAVE CONSEQUEN-
CES, AND YOU
CAN'T JUST WISH
THEM AWAY.

THEN SO BE IT.
THAT DOESN'T
MEAN I HAVE
TO STAY HERE
LIVING SOMEONE
ELSE'S LIFE.

FINE, I
SURRENDER;
YOU'VE ALWAYS
BEEN YOUR OWN
PERSON.

BUT YOU'LL
BE THE FIRST
MEMBER OF
OUR FAMILY IN
GENERATIONS NOT
TO SERVE THE
CELESTIALS.

I KNOW, I
JUST DON'T FEEL
THEM CALLING
TO ME LIKE YOU
ALL DO.

BUT I
PRAY THEY
STILL WATCH
OVER YOU.
TAKE THIS.



AS LONG AS YOU WEAR THAT, WE'RE WITH YOU.

THANK YOU, GRANDFATHER. I DIDN'T THINK I'D GET IT WITHOUT THE CEREMONY. I LOVE IT!

I DON'T UNDERSTAND YOU, OR YOUR POWER, BUT I LOVE YOU, HELENE. I WISH YOU DIDN'T HAVE TO GO.



AND I WISH I COULD STAY. I WILL MISS YOU ALL, BUT I'VE BEEN DREAMING ABOUT SEEING THE WORLD SINCE I WAS A CHILD. *THAT'S* WHAT CALLS TO ME.

YES, YOU WERE BORN WITH ONE FOOT OUT THE DOOR. YOUR BOAT LEAVES AT DAWN, I WILL DISTRACT EVERYONE LONG ENOUGH FOR YOU TO GET OUT TO SEA.



THEN I BETTER GET A MOVE ON!

REMEMBER THAT WE LOVE YOU, HELENE! YOU'LL ALWAYS HAVE A PLACE HERE.

I PROMISE I'LL COME BACK TO VISIT SOON!





THIS IS BAD, AIDEN.

WE'VE BEEN THROUGH WORSE.

OH, YEAH? WHEN?

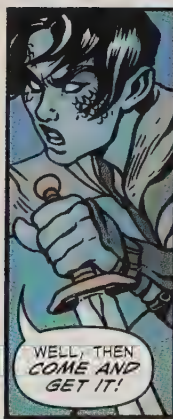


HYAAAA!

FINE, JUST TAKE THE PIG AND GO!



I THINK WE'RE THE MAIN COURSE!



WELL, THEN COME AND GET IT!



I COULD USE A HAND OVER HERE.







I'M GLAD I FOUND YOU OUT HERE; I'M LEAVING TONIGHT.

LEAVING?

I'M SAILING FOR MINTARN AT DAWN. GOING TO JOIN THE WHITE SAILS COMPANY.

WHITE SAILS IS RECRUITING?



ALRIGHT, YOU'VE CONVINCED ME. I'M IN.

WHAT?

YOU'VE GOT A HUGE FAMILY THAT LOVES YOU AND YOU CAN'T WAIT TO GET OFF THIS ISLAND. IMAGINE HOW I FEEL.



WELL, I OWE YOU ONE FOR TONIGHT, HELENE. AND I WOULD NEVER LIVE IT DOWN IF I LET THIS GUY ENLIST BEFORE ME.

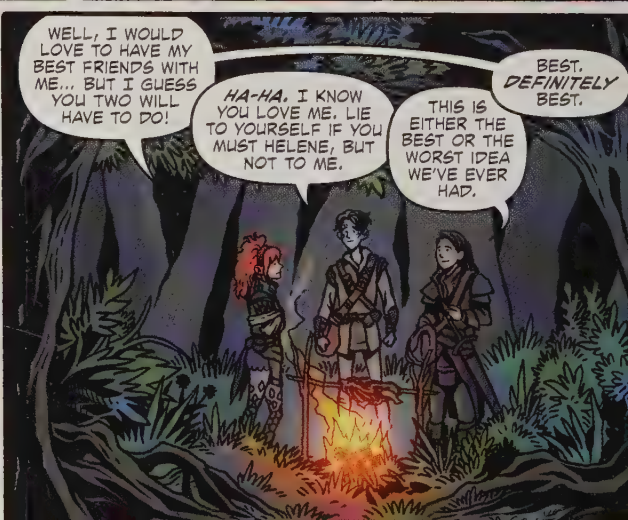


YOU GUYS DON'T HAVE TO DO THIS.



WE'VE BEEN TOGETHER OUR ENTIRE LIVES, HELENE.

NO REASON TO SPLIT THE PARTY NOW!



WELL, I WOULD LOVE TO HAVE MY BEST FRIENDS WITH ME... BUT I GUESS YOU TWO WILL HAVE TO DO!

HA-HA. I KNOW YOU LOVE ME. LIE TO YOURSELF IF YOU MUST HELENE, BUT NOT TO ME.

THIS IS EITHER THE BEST OR THE WORST IDEA WE'VE EVER HAD.

BEST. DEFINITELY BEST.





HI, I'M AIDEN! WHAT ARE YOU?

BOYS? GIRLS?

YES.



THEY ARE KARRIN AND KERRIN, MY RUDE FRIEND.



APOLOGIES, I JUST THINK YOU'RE BEAUTIFUL!



I'M SORRY, IT'S HIS FIRST TIME OFF THE ISLAND!



I'VE READ ABOUT DRAGONBORN! YOU'RE THE MOST INCREDIBLE THING I'VE EVER SEEN!



I'M XANDER OF NORLAND. WHAT IS YOUR NAME, FRIEND?

FRIEND? OH, I AM RAYONDE OF ...NOWHERE.

I THINK WE'RE ALL FROM NOWHERE.



WHERE ARE YOU HEADED?

WE'RE JOINING THE WHITE SAILS COMPANY.

US, TOO! MAYBE WE'LL SERVE ON THE SAME SHIP!

IT WOULD SEEM FORTUITOUS THAT WE MEET THIS WAY.



YES, THE GODS SEEM TO BE SMILING ON US! I THINK WE SHOULD STICK TOGETHER—

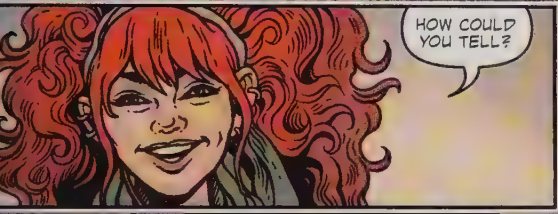
"—IT'S EASY TO
GET LOST HERE."



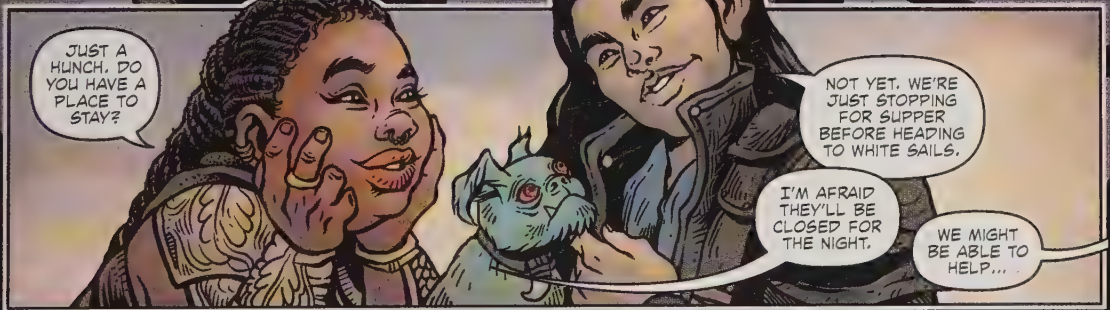




OH, HELLO,
HELLO! I DO
SO LOVE
NEW PEOPLE.
FIRST TIME IN
MINTARN?



HOW COULD
YOU TELL?



JUST A
HUNCH. DO
YOU HAVE A
PLACE TO
STAY?

NOT YET. WE'RE
JUST STOPPING
FOR SUPPER
BEFORE HEADING
TO WHITE SAILS.

I'M AFRAID
THEY'LL BE
CLOSED FOR
THE NIGHT.

WE MIGHT
BE ABLE TO
HELP...



WE CAN TAKE YOU TO WHITE
SAILS AND SHOW YOU THE
NIGHT ENTRANCE SAILORS
USE AFTER HOURS.

YOU
CAN?

AYE, AYE,
ON ONE
CONDITION.



AND THAT IS?

LET US
BUY YE A
DRINK FIRST!



WE'VE GOT
A BAD FEELING
ABOUT THIS.



TO YOUR FIRST NIGHT IN MINTARN!

AND TO THE WHITE SAILS!

KEEP THEM COMING, INNKEEP; WE'RE CELEBRATING!



READY TO MOVE, SOLDIER? WHITE SAILS IS CALLING!

YES, YESSIR...

WAKE UP, YOU TWO; TIME TO GO!



I'VE GOT A BAD FEELING ABOUT THIS.

YOU SCARED XANDER? BOCK, BOCK, BOCK!

I'M SERIOUS!

BOCK, BOCK, BOCK!

YOU'LL SEE SOON ENOUGH, LAP.



SOD THIS, WE NEED TO DO IT NOW!

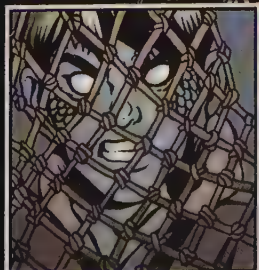
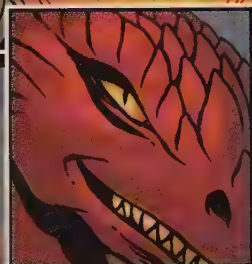
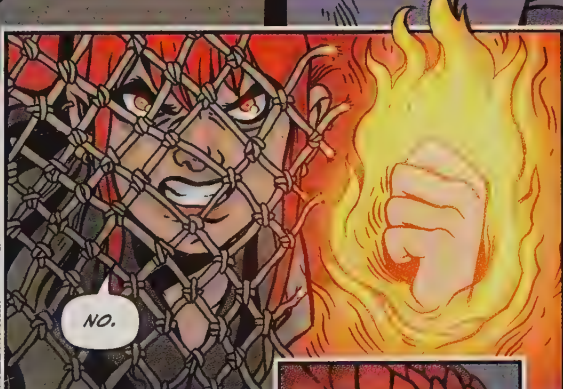
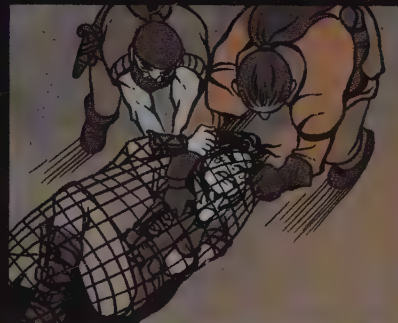
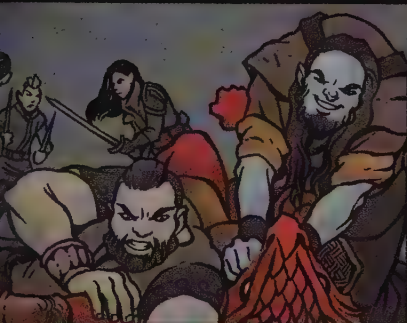
HI, SOLVIGANT! THEY'RE TAKING US TO WHITE SAILS!



AAAAHHH, NO! WHERE ARE YOU TAKING ME?! STOP!



WHAT THE—







THAT'S
RIGHT, YOU
BETTER
RUN!



YOU SAVED US.
THANK YOU.

IT'S
EASY TO
GET LOST
HERE.

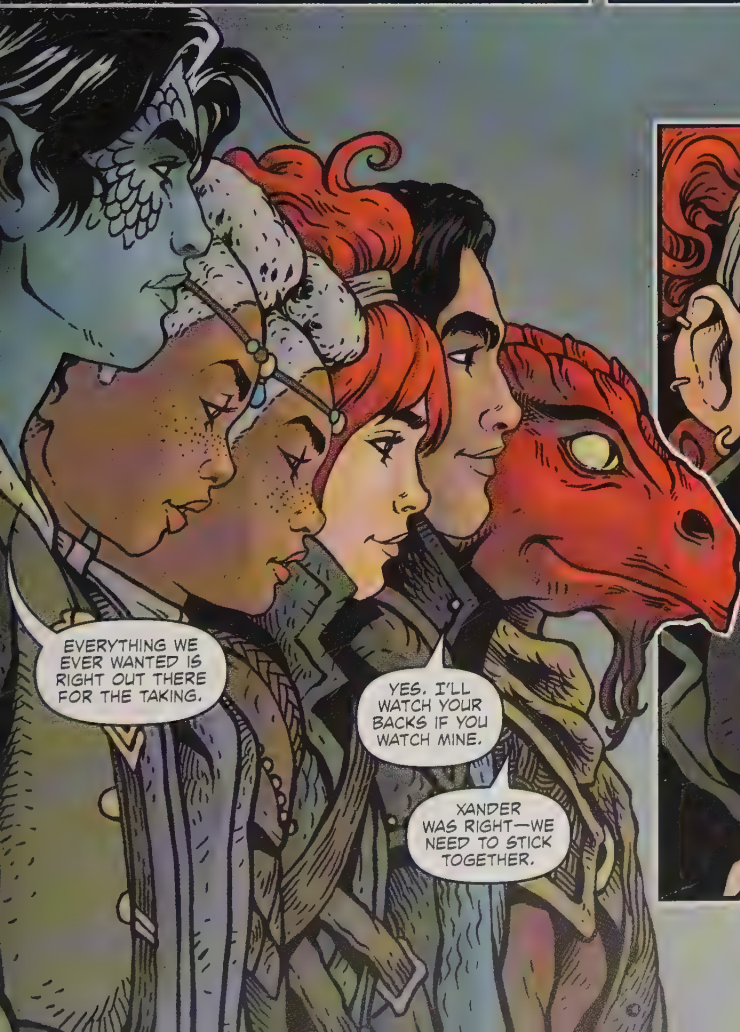


ARE YOU TWO
ALRIGHT?

YES—

—ARE
YOU?

JUST MY
PRIDE IS
BRUISED,
YES.



EVERYTHING WE
EVER WANTED IS
RIGHT OUT THERE
FOR THE TAKING.

YES, I'LL
WATCH YOUR
BACKS IF YOU
WATCH MINE.

XANDER
WAS RIGHT—WE
NEED TO STICK
TOGETHER.



I'LL MAKE
YOU ALL PROUD,
GRANDFATHER. I
PROMISE.



LARON, MOONSHAE ISLES—PRESENT DAY.

YOU'RE SO PREDICTABLE HELENE.

AND NOW YOUR STUBBORNNESS HAS LED TO YOUR DOOM.





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Art By
TESS FOWLER

Colors By
TAMRA BONVILLAIN

\$

EA OF SWORDS,
MOONSHAE ISLES-
BEFORE.





SHE'S JUST ALWAYS HAPPY, ISN'T SHE?

YES, CAPTAIN—

—SHE IS.

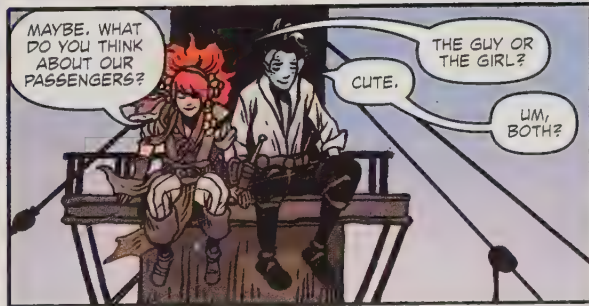
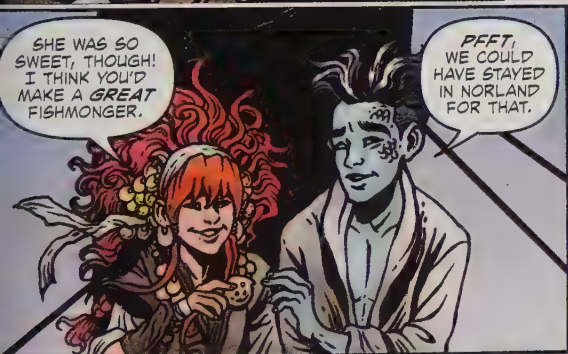
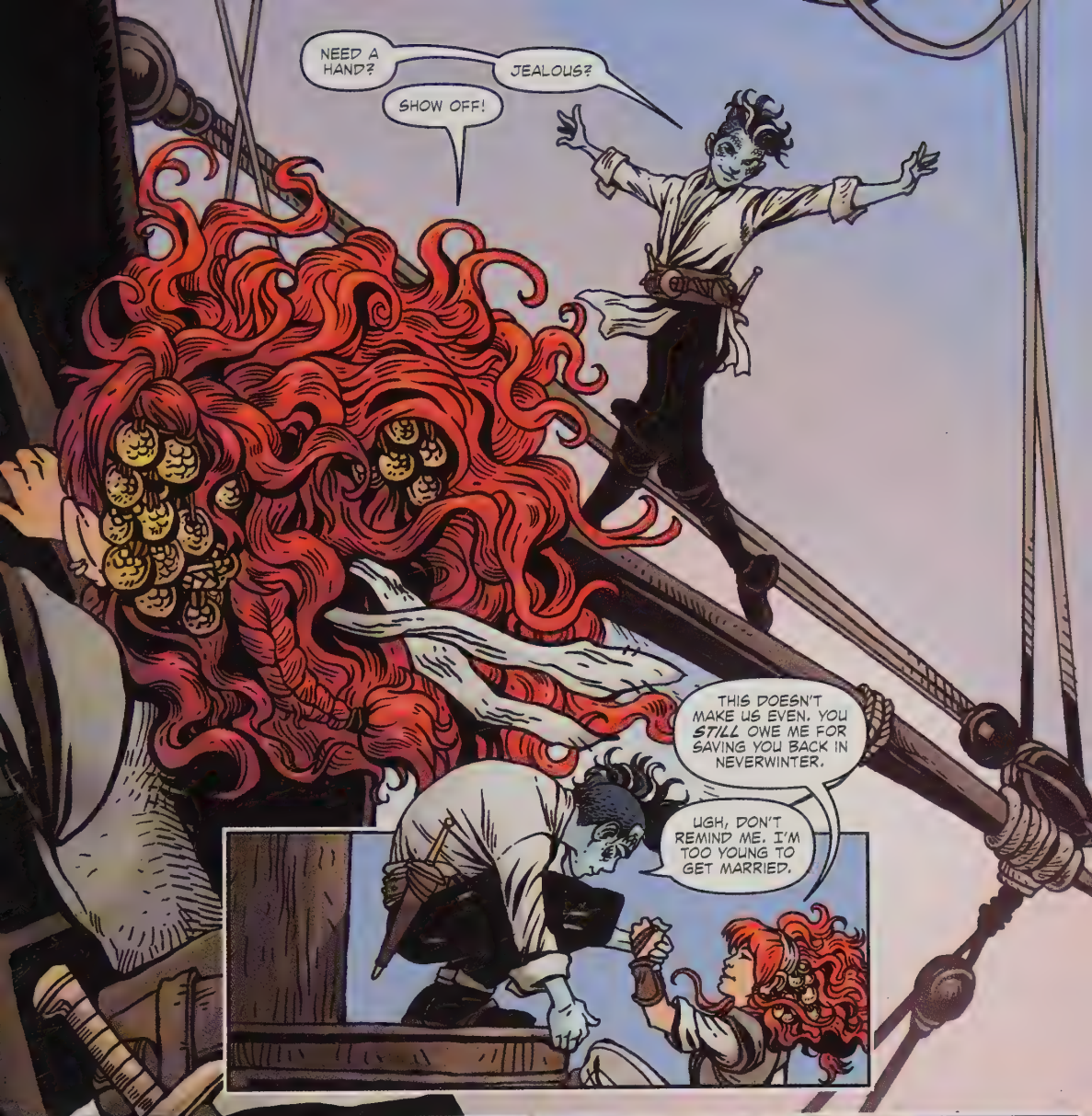


SUN, SEA, AND SWEAT: WHAT'S NOT TO BE HAPPY ABOUT? HELENE UNDERSTANDS THAT!

IT'S NOT *JUST* THAT. I SEE THE WAY YOU LOOK AT EACH OTHER.

I DON'T KNOW *WHAT* YOU'RE TALKING ABOUT.

YOU KNOW WHAT WILL MAKE ME HAPPY? FINALLY GETTING TO BALDUR'S GATE.



I LIKE
THE RED
ONE.

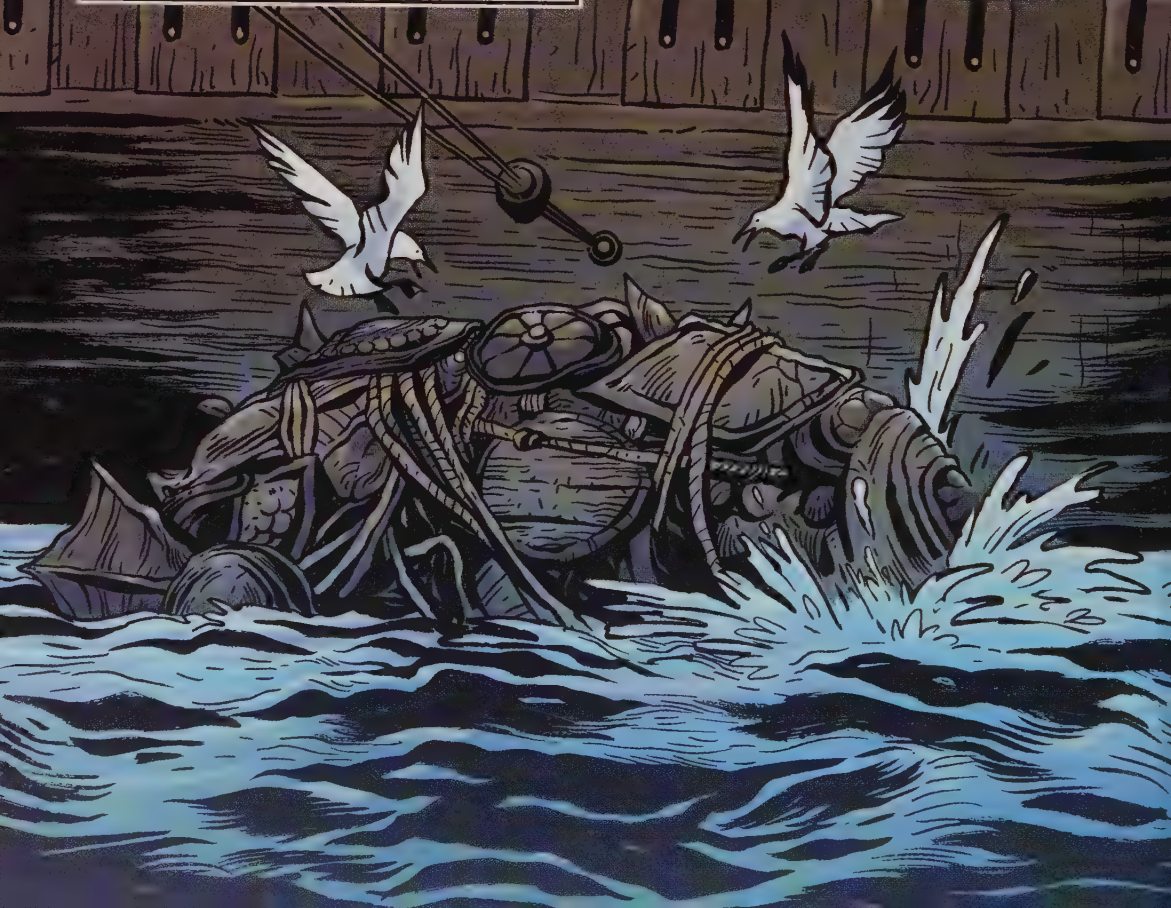
YOU *ALWAYS* LIKE THE
RED ONES, DON'T YOU? WAIT,
I SEE SOMETHING IN THE
WATER, AHEAD PORT.

I'LL
MESSAGE
NYCTO.

CAPTAIN,
SOMETHING IS
IN THE WATER
AHEAD PORT.



BATTLE
STATIONS!





STAND DOWN!
WE MEAN YOU
NO HARM!

I'M
JANOLUS FUSCUS,
CAPTAIN OF THE
NUDIBRANCH!



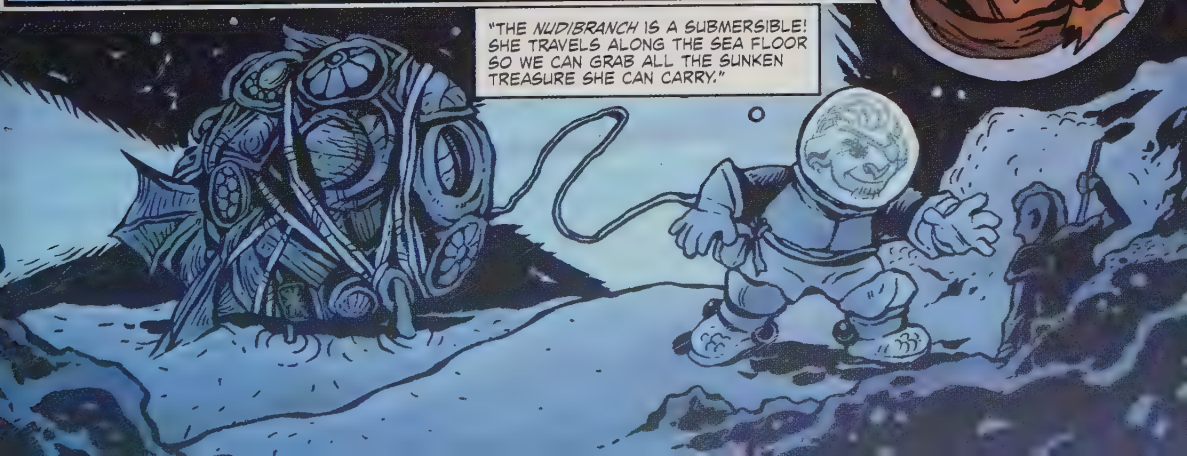
Hi,
JANOLUS!

FUSCUS, YOU
OLD SEA DOG,
WHAT IS *THAT*
CONTRAPTION?




KARRIN! KERRIN!
BLESSINGS OF THE
EARTHMOTHER! AND
HEY NYCTO!

I TOOK
THE COIN I WON
CLEANING YOU
OUT AT CARDS
AND INVESTED IN
THIS BEAUTY.




"THE NUDIBRANCH IS A SUBMERSIBLE!
SHE TRAVELS ALONG THE SEA FLOOR
SO WE CAN GRAB ALL THE SUNKEN
TREASURE SHE CAN CARRY."



DID HE SAY A
SUBMERSIBLE? IS
THAT POSSIBLE?


I DON'T
KNOW, BUT I
HAVE GOT TO
FIND OUT.



SOMETHING IS
HAPPENING. WE'VE
BEEN WARNING
EVERY WHITE SAILS
VESSEL WE'VE COME
ACROSS: THE
EARTHMOTHER
IS WAKING!



WHAT DO
YOU MEAN,
WAKING?




SMOKE HAS
RETURNED TO
THE ISLE OF
SKADAURAK!



HOONDARRH
THE RED RAGE
SLEEPS THERE.



WE'RE
SEARCHING FOR
THE LEVIATHAN.



EVERYONE
KNOWS THE
LEVIATHAN IS
DEAD.



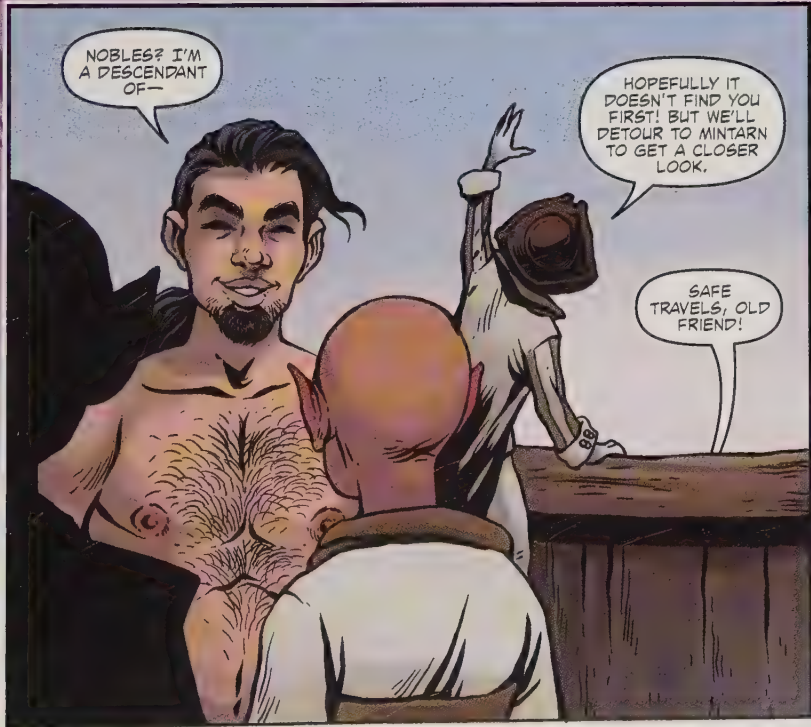
THE LEVIATHAN
WAS KILLED BY
KAZGAROTH—

—BUT THE
EARTHMOTHER SENDS
HER THREE CHILDREN
WHenever MOONSHAE
IS THREATENED.

IT IS POSSIBLE
THE **LEVIATHAN**,
KAMERYNN,
AND THE **PACK** MAY
SOON RETURN TO
DEFEND US.



SPOKEN LIKE TRUE
NOBLES OF GWYNNETH.
ONCE WE FIND THE LEVIATHAN,
WE'LL HELP IT DESTROY THE
EARTHMOTHER'S ENEMIES.
WE'LL BE **HEROES**!



NOBLES? I'M
A DESCENDANT
OF—

HOPEFULLY IT
DOESN'T FIND YOU
FIRST! BUT WE'LL
DETOUR TO MINTARN
TO GET A CLOSER
LOOK.

SAFE
TRAVELS, OLD
FRIEND!

DID YOU
HEAR THAT, AIDEN?
WE'RE GOING
HOME!

DID YOU
KNOW THAT THE
TWIN'S WERE NOBL—
AAAAAH!

OUR FATHER
WAS—

—THE
QUEEN'S—

—COUSIN,
YES.

MY
GRANDMOTHER
ALWAYS SAID WE WERE
DESCENDENTS OF
HOUSE KENDRICK.

WHAT'S THIS ABOUT
A DETOUR? THAVIUS
KREEG ORDERED ME TO
DELIVER *LADY SHANDEIR*
BACK TO ELTUREL
IMMEDIATELY.

I PROMISE
TO GET YOU TO
BALDUR'S GATE
JUST AS SOON
AS—

DON'T LISTEN TO
THE BOY, CAPTAIN.
I'M IN NO RUSH,
AND *DEFINITELY*
NO LADY!



I PROMISE THE COMPANION WILL STILL HANG OVER ELTUREL WHEN WE GET THERE, CAPTAIN DAWN. FALASTER, WOULD YOU FETCH ME SOME TEA?

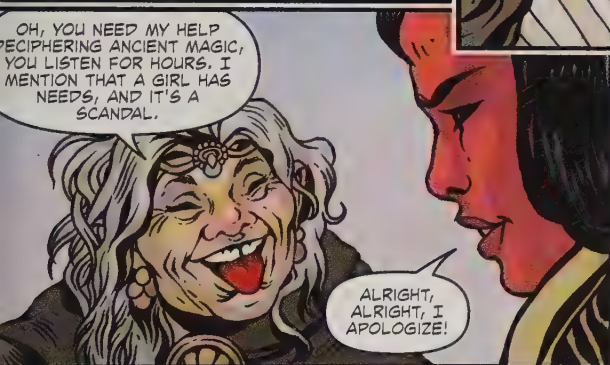
AT ONCE, MA'AM.



YOU... YOU'RE **SHANDEIR!** I DIDN'T WANT TO BOTHER YOU, BUT MY GRANDFATHER USED TO TELL ME STORIES ABOUT YOUR ADVENTURES.

GRANDFATHER, EH? IS HE *SINGLE*?

SHANDEIR!



OH, YOU NEED MY HELP DECIPHERING ANCIENT MAGIC, YOU LISTEN FOR HOURS. I MENTION THAT A GIRL HAS NEEDS, AND IT'S A SCANDAL.

ALRIGHT, ALRIGHT, I APOLOGIZE!



THE SACRED TOME OF **ZARIEL** MAY HELP US DESTROY THE UNDEAD ATTACKING ELTUREL!

ZARIEL? SHE'S SACRED TO MY FAMILY.



HER POWER MAY BE OUR ONLY HOPE.

"YOU CAN PUT YOUR HOPE IN
FALLEN ANGELS, I'LL PUT
MINE IN THE *COMPANION*."

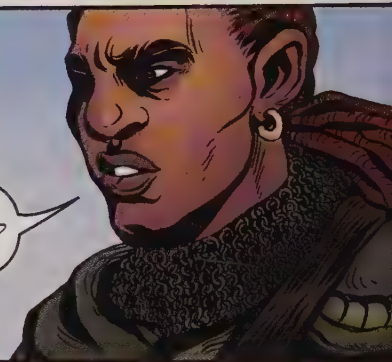
"WHAT'S THE
COMPANION, JASKIR?"

"A MAGICAL DEFENSE
SYSTEM THAVIUS KREEG
USED TO DEFEAT THE
UNDEAD HORDES."



DRIVE THEM
BACK, NOT DEFEAT
THEM. THE VAMPIRE LORD
WILL RETURN, AND THIS
BOOK WILL HELP US
DEFEAT HIM.

WHATEVER.
I JUST WANT TO
SERVE MY LORD AND
RAISE MY CHILDREN
IN PEACE.

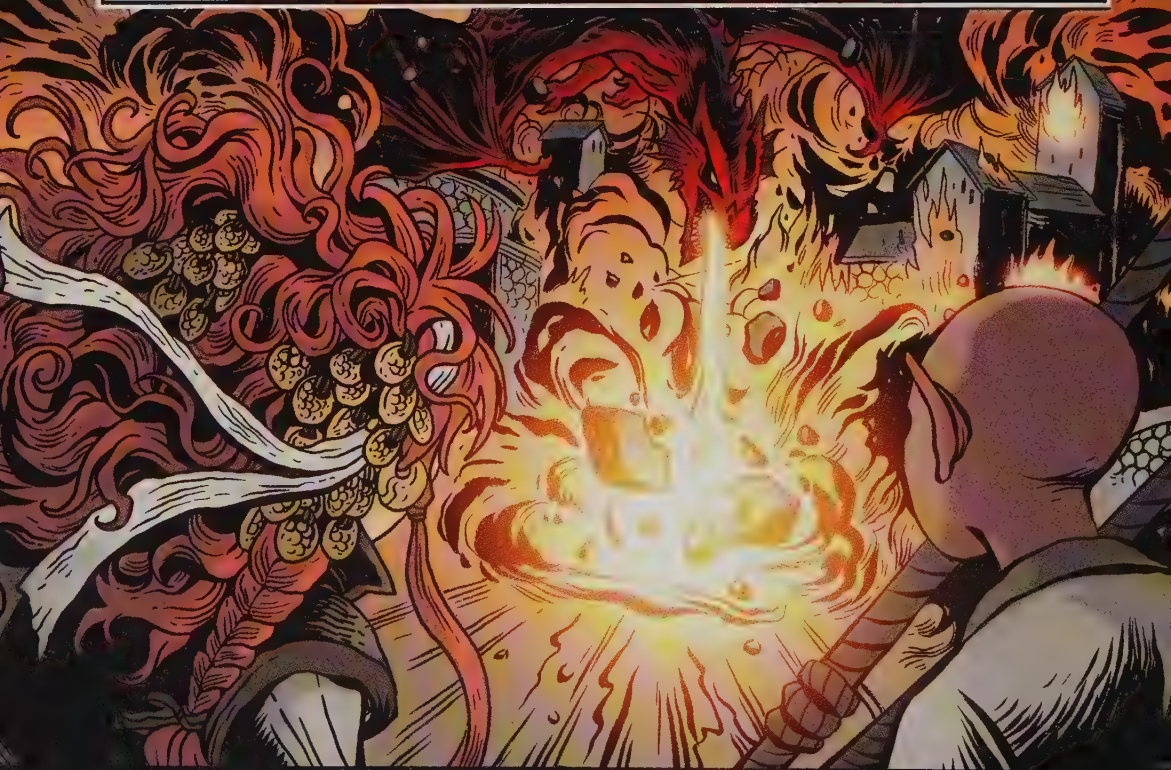
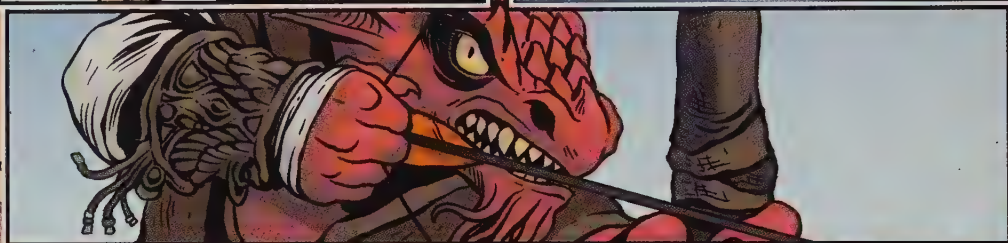


I'VE LIVED LONG
ENOUGH TO KNOW
THERE WILL ALWAYS BE
ANOTHER ENEMY. ALL
WE CAN DO IS ENJOY
THE PEACE WHILE
IT LASTS.

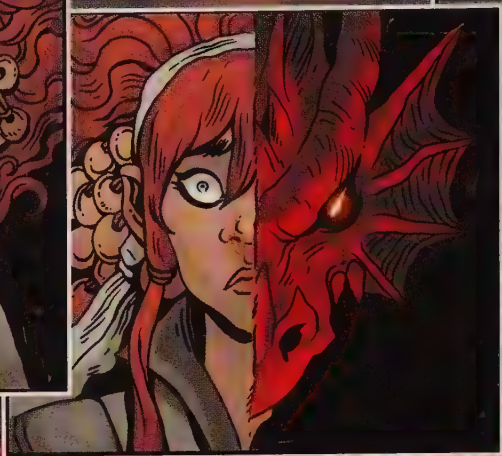
I HAVE SO
MANY QUESTIONS,
SHANDEIR...



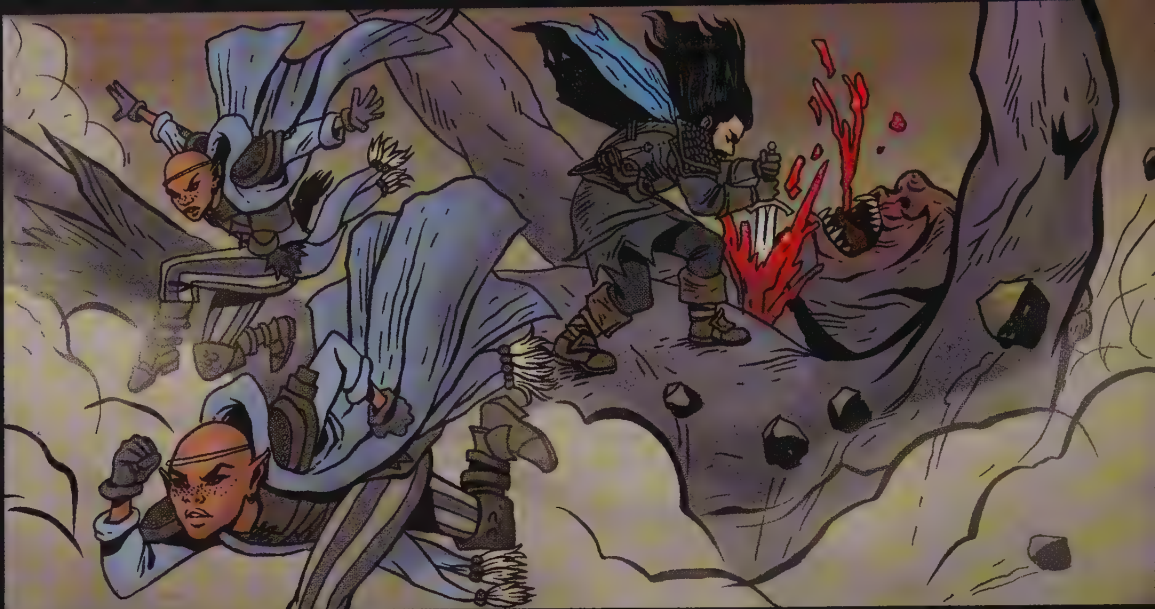














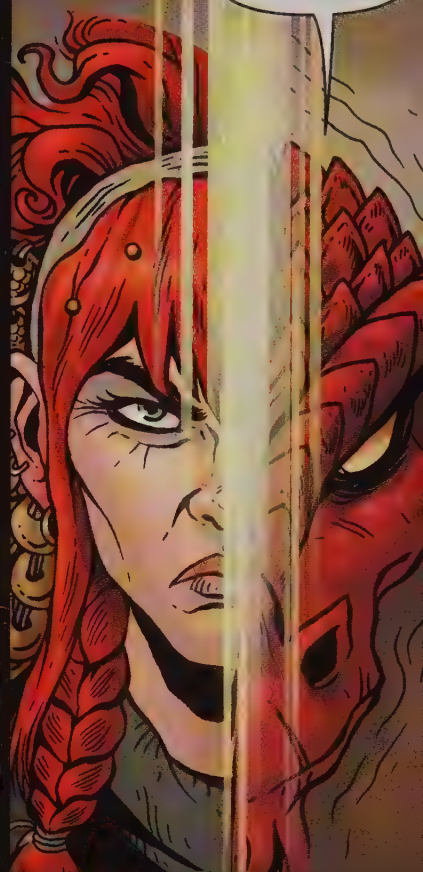


WHY ARE YOU FIGHTING ME? I'M EVERYTHING YOU WISHED FOR.

NO, *THIS* ISN'T WHAT I WANTED.

AND YET HERE WE ARE.

WE DON'T HAVE TO BE ENEMIES. LET ME GO, AND I WILL DO WHAT YOU CAN'T. I WILL DESTROY HOONDARRH.



WE HAVE WASTED YEARS CHASING REVENGE. I JUST WANT MY BROTHER BACK!



LET HIM GO.
IF YOU NEED A
VESSEL, TAKE
ME.

YOU FLATTER
YOURSELF, XANDER.
YOUR WEAK HUMAN
FORM CAN'T CONTAIN
MY POWER.



NO, YOU WON'T
TRICK ME AGAIN,
MONSTER!



HELENE!

YOU'RE SO
WORRIED ABOUT ME,
OLD FRIEND, WHEN
SHE'S THE ONE WHO'S
REALLY LOST.



WE SEE
SOMETHING—

—THERE'S
AN ILLUSION
IN PLACE

WE CAN
BREAK IT.

SURPRISE,
SURPRISE.



YOU LOST TO
HOONDARRH. YOU LOST
RAYONDE. AND NOW YOU HAVE
LOST TO ME. DON'T WORRY,
HELENE; I'LL MAKE SURE
EVERYONE REMEMBERS YOUR
NAME—ALONG WITH YOUR
FAILURES.



Art By
IBRAHEM SWAID



Art By
TESS FOWLER

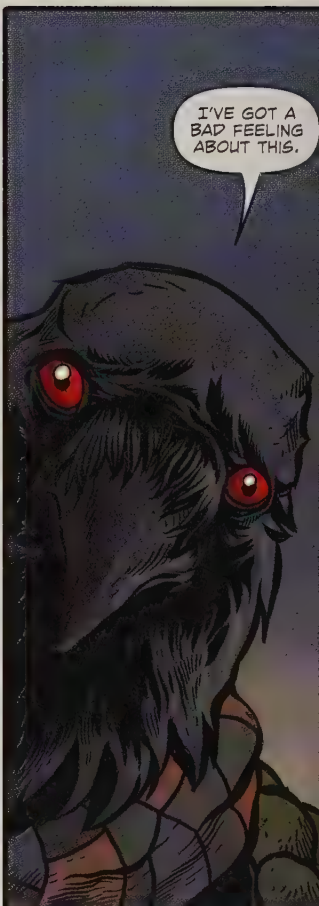
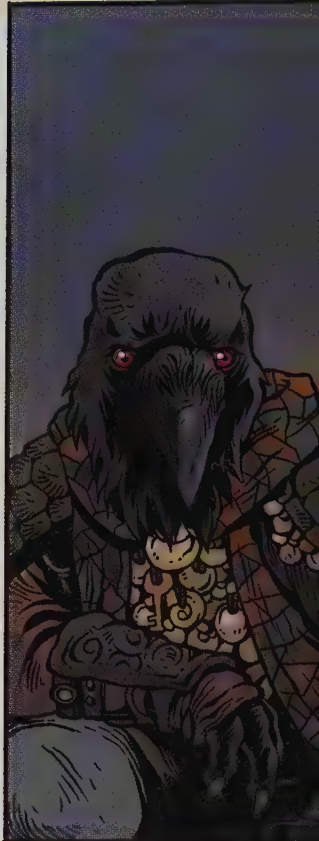
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MINTARN,
MOONSHAE ISLES-
BEFORE.





WELL,
HELLO
THERE!



I'VE GOT A
BAD FEELING
ABOUT THIS.

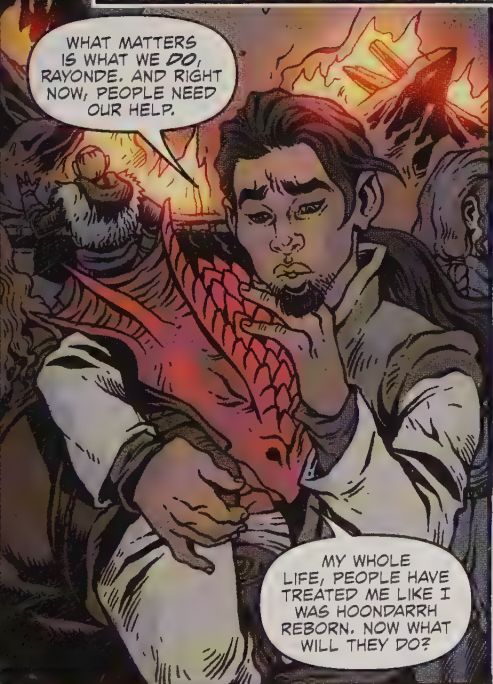


THIS WAY, SIR.
WE'LL GET YOU
TO SAFETY.



I'M NOT GOING
ANYWHERE WITH YOU,
MONSTER!

HEY, HE'S
TRYING TO HELP
YOU, SHOW SOME
RESPECT!



WHAT MATTERS
IS WHAT WE **DO**,
RAYONDE. AND RIGHT
NOW, PEOPLE NEED
OUR HELP.

MY WHOLE
LIFE, PEOPLE HAVE
TREATED ME LIKE I
WAS HOONDARRH
REBORN. NOW WHAT
WILL THEY DO?



REST
NOW, YOU'RE
SAFE.

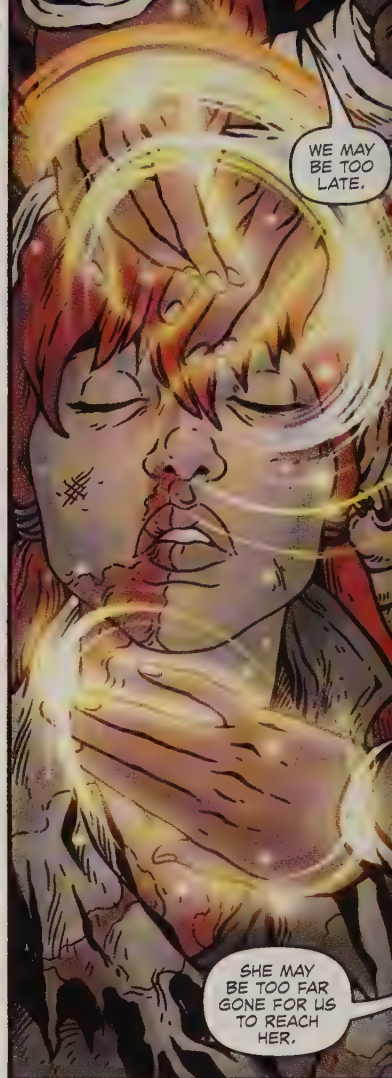
YES, WE
WILL—

—TAKE
CARE OF
YOU.



YES, BUT WHO IS
GOING TO TAKE CARE OF
US? WHAT CAN ANY OF US
DO AGAINST THIS CRUEL
STRENGTH?

RIGHT NOW,
PEOPLE NEED
OUR HELP.

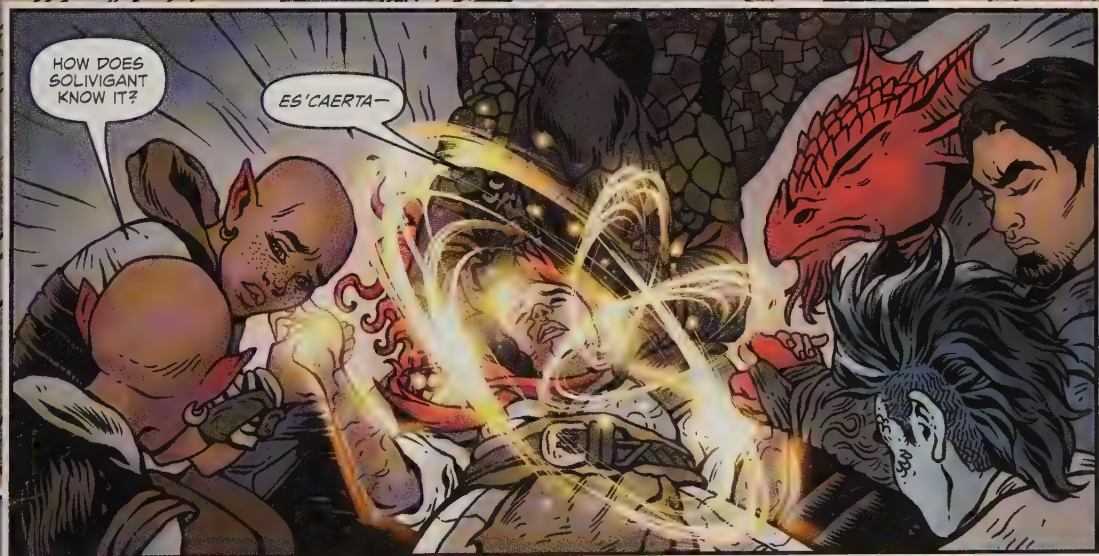




SOD THIS,
WE NEED TO
DO IT NOW!

HAI-CORELLON
SHAR-SHELEVU—

THAT'S AN
OLD ELVISH
PRAYER—



HOW DOES
SOLIVIGANT
KNOW IT?

ES'CAERTA—



SHANDEIR,
LOOK OUT!



HELENE,
YOU'RE ALIVE.

THANK THE
GODS.

ASLEEP ON
THE JOB AGAIN,
HUH?



WHAT
HAPPENED?
WHERE ARE
WE?



IT'S BAD. THE
HESPERORNIS LIES
BROKEN IN THE HARBOR.
NYCTO COMMANDEERED
ANOTHER VESSEL TO
EVACUATE REFUGEES TO
BALDUR'S GATE.

WHERE'S
SHANDEIR?



IT'S EASY
TO GET LOST
HERE...



WHAT?
THAT'S NOT
POSSIBLE. SHE'S
SO STRONG,
SHE'D—



TOO LATE.



AND
HOONDARRH? IS
HE DESTROYED?

NO. HE
DEMANDED
TRIBUTE, AND
BLOETH EMBUIRHAN
NEGOTIATED
TERMS.

DON'T SUGAR
COAT IT; SHE PAID
HIM OFF. PURCHASED
HIS MERCY.



HE SAID HE'D
MAKE SURE HE
WASN'T FORGOTTEN
AGAIN AND FLEW
WEST.

BUT HIS
ISLAND IS TO
THE NORTH, WHY
WOULD HE—



—NORLAND
IS DUE WEST
OF HERE. OUR
HOME.



WHAT CAN
WE DO?

WE'RE STRANDED
UNTIL NYCTO COMES
BACK FOR US.



THE
PEOPLE HERE
NEED HELP,
HELENE.



OUR PEOPLE
NEED HELP.
SOLIVIGANT, TAKE
ME HOME.

HELENE,
WAIT! WHAT IF
THE DRAGON IS
THERE?

YOU SCARED
XANDER? BOCK,
BOCK, BOCK!



II ELENE'S SANCTUM-
LATER.



ZARIEL,
PLEASE HELP
ME. PLEASE.

AMAUNTOR, PLEASE,
HEAR MY PRAYERS! OUR
HELLRIDERS ARE FAILING;
SOON ELTUREL WILL BE
OVERRUN. AMAUNTOR,
LATHANDER, ANYONE,
PLEASE!



THE VAMPIRE LORD'S UNDEAD LEGIONS WILL DESTROY US ALL—

FEAR NOT, YOUNG ONE. I WILL DELIVER YOU.



YOU AREN'T AMAUNTOR OR LATHANDER, ARE... ARE YOU AT'AR THE MERCILESS?

I AM KNOWN BY MANY NAMES, BUT YOU MAY CALL ME—

ZARIEL!



YES, HELENE. IT IS I.

YOU KNOW ME?

OF COURSE. I HAVE ALWAYS WATCHED OVER YOU.



WHAT IS YOUR WISH, CHILD?



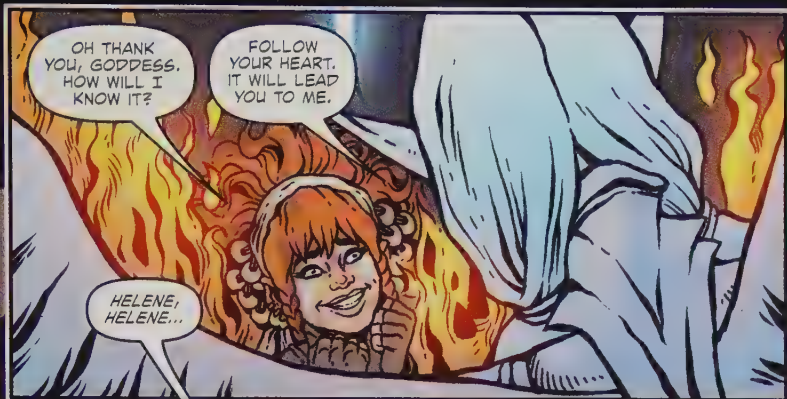
I WANT HOONDARRH STOPPED.



SPEAK TRUTH. I KNOW YOUR HEART.



I, I WANT... REVENGE.



CAER MORAY,
MOONSHAE ISLES—
LATER.

I HAD
A VISION! MY
GODDESS SPOKE
TO ME!

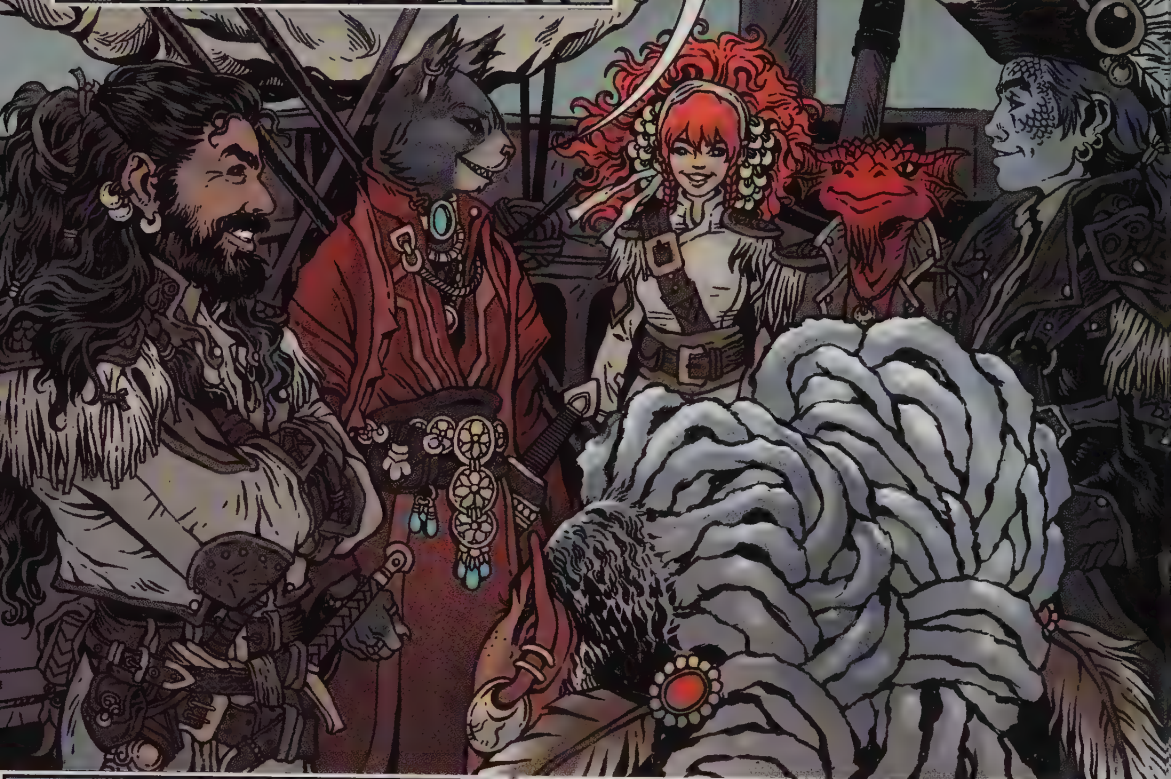
MY MEDITATIONS HAVE
BEEN... *INTERESTING*
OF LATE AS WELL. WE CAN
TALK ABOUT IT AFTER
THE MISSION.

I KNOW, I
KNOW. DUTY
CALLS.

NYCTO!
IT'S BEEN TOO
LONG!

HELLO! YES,
I HAVE MISSED
ALL OF YOU.

YES, GLAD YOU
COULD BE PRIED FROM
YOUR *MAGNIFICENT*
MANSION TO JOIN
US.



I DIDN'T HEAR
ANY COMPLAINTS
ABOUT YOUR FLOOR,
CAPTAIN.



WE ARE VERY
PLEASED—

—WITH OUR WING,
HELENE.



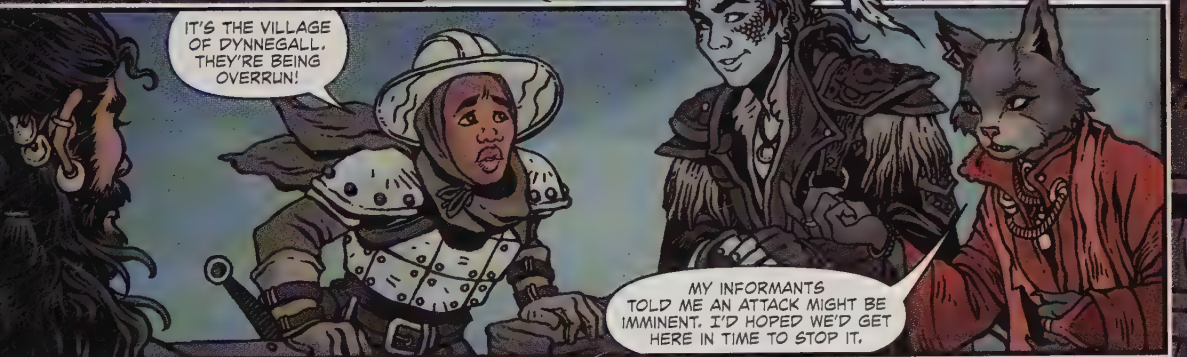
YOU SHOULD
SEE THE TRAINING
ARENA.





THANK THE GODS,
YOU MADE IT! WE DIDN'T
KNOW IF HOUSE KENDRICK
WOULD SEND AID
OR NOT!

WE GO WHERE
THE COIN LEADS
US, FRIEND. WHAT'S
THE PROBLEM?



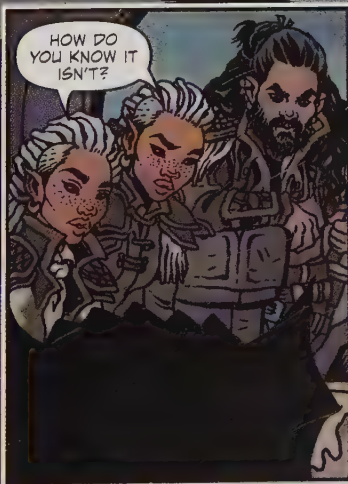
IT'S THE VILLAGE
OF DYNNEGALL.
THEY'RE BEING
OVERRUN!

MY INFORMANTS
TOLD ME AN ATTACK MIGHT BE
IMMINENT. I'D HOPED WE'D GET
HERE IN TIME TO STOP IT.



WHAT OF
YOUR SOLDIERS
HERE?

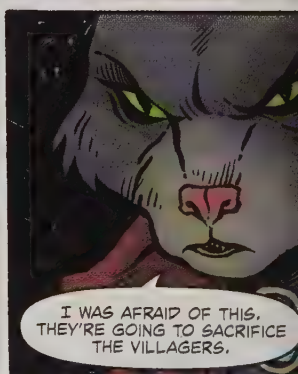
THE COMMANDER
REFUSES TO SEND
REINFORCEMENTS—
HE BELIEVES IT'S
A TRAP!

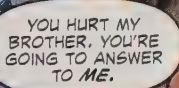
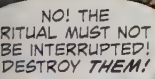
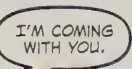
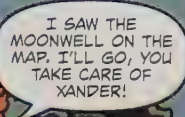


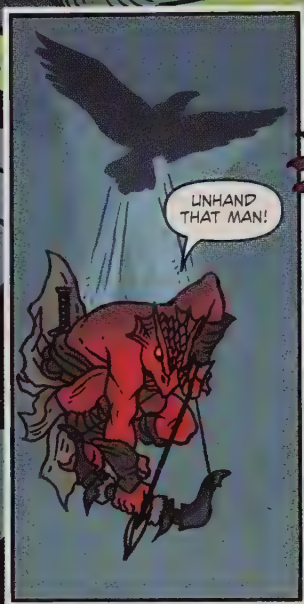
HOW DO
YOU KNOW IT
ISN'T?



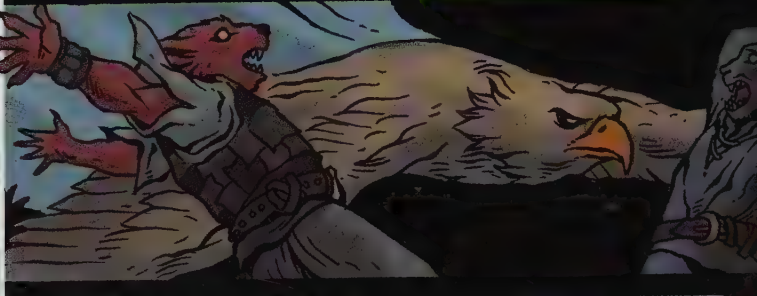
THEN GET READY, EVERYONE—
WE'RE ABOUT TO SPRING
THE TRAP.







UNHAND THAT MAN!



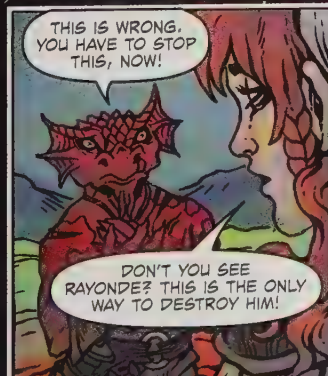
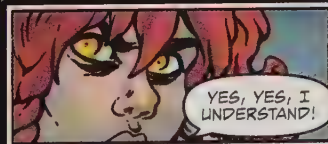
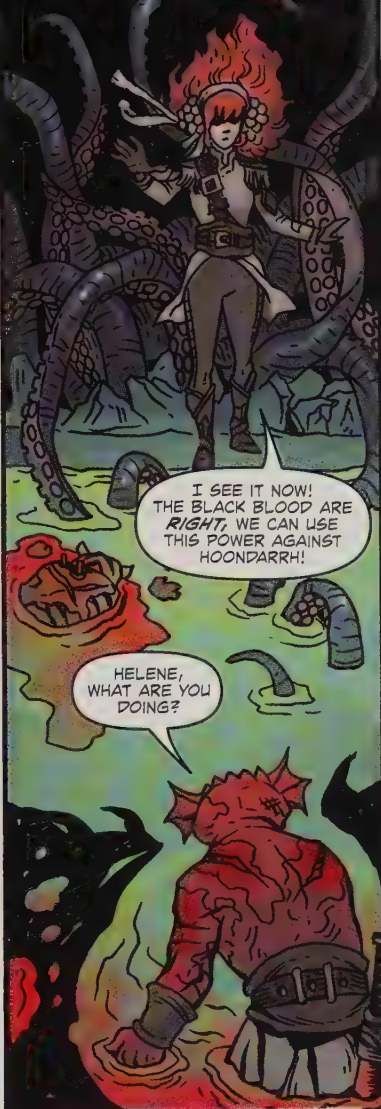
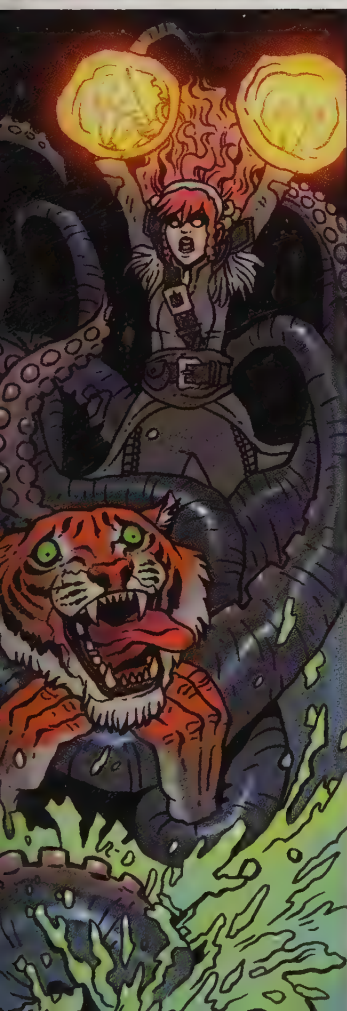
YOU CAN'T STOP US, WE'LL TURN THIS POOL RED WITH BLOOD TO FUEL KAZGOROTH'S RETURN!



EVERYBODY, GET DOWN!
HEAD BACK TOWARDS THE VILLAGE, FIND OUR FRIENDS ALONG THE ROAD.



YES, YES, YOUR BLOOD IS STRONG!





HELENE,
WE HAVE TO
AAAAAHHHHH!

NO, LEAVE HIM
ALONE! I'M THE ONE
YOU WANT! TAKE ME!
USE ME!



RAYONDE,
ARE YOU
ALRIGHT? WHAT
HAPPENED?

YOUR
WISH WAS
GRANTED.

IT IS I,
SKADAURAK, A
POWER CAPABLE
OF DESTROYING
HOONDARRH.

THAT'S
NOT POSSIBLE,
SKADAURAK IS DEAD.
HOONDARRH
KILLED HIM.

BECAUSE I
WAS YOUNG AND
FOOLISH. JUST
LIKE YOU.

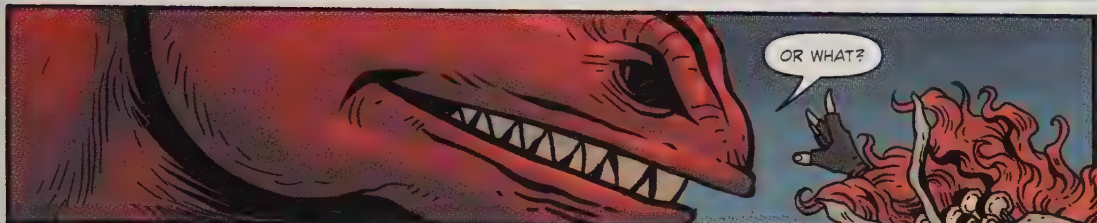




BUT NOW,
THANKS TO
YOU, I WILL HAVE
MY REVENGE. THIS
BODY IS SMALL,
BUT STRONG—
IT WILL BE
SUFFICIENT FOR
MY PLAN.



LET HIM
GO!



OR WHAT?



I NEED YOU TO LIVE.
TO BE MY **HERALD**. I WILL
BRING THESE MORAY SAVAGES
TO HEEL, AND THEN I'LL HAVE
MY REVENGE, ALONG WITH MY
RIGHTFUL PLACE AS THE
RULER OF THESE ISLANDS.
YOU WILL ANNOUNCE MY
COMING.

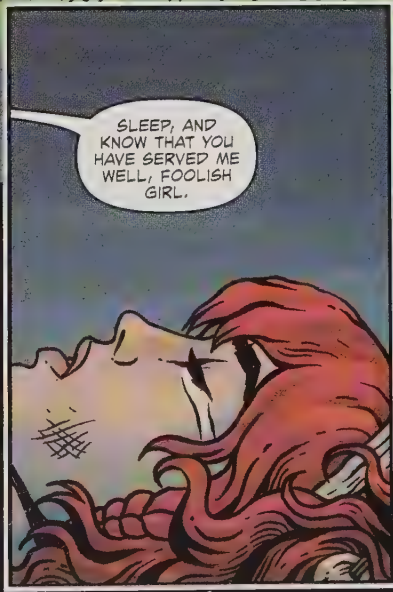


I'LL NEVER
HELP YOU.

FOOLISH CHILD,
YOU ALREADY HAVE.
NONE OF THIS WOULD
HAVE BEEN POSSIBLE
WITHOUT THE RAGE
IN YOUR HEART.



IF IT IS ANY
COMFORT, THIS
RAYONDE TRULY LOVED
YOU, AND FOR THAT I
WILL SPARE YOUR
FRIENDS. **FOR
NOW.**



SLEEP, AND
KNOW THAT YOU
HAVE SERVED ME
WELL, FOOLISH
GIRL.



JUST LIKE THE
SPIRITED CREATURE YOU
ARE, YOU HAD TO BE **BROKEN**
BEFORE YOU COULD BE OF USE.
NOW YOUR TRAINING CAN TRULY
BEGIN. I HAVE GRAND PLANS
FOR YOU, HELENE; GRAND
PLANS INDEED...



Art By
IBRAHEM SWAID

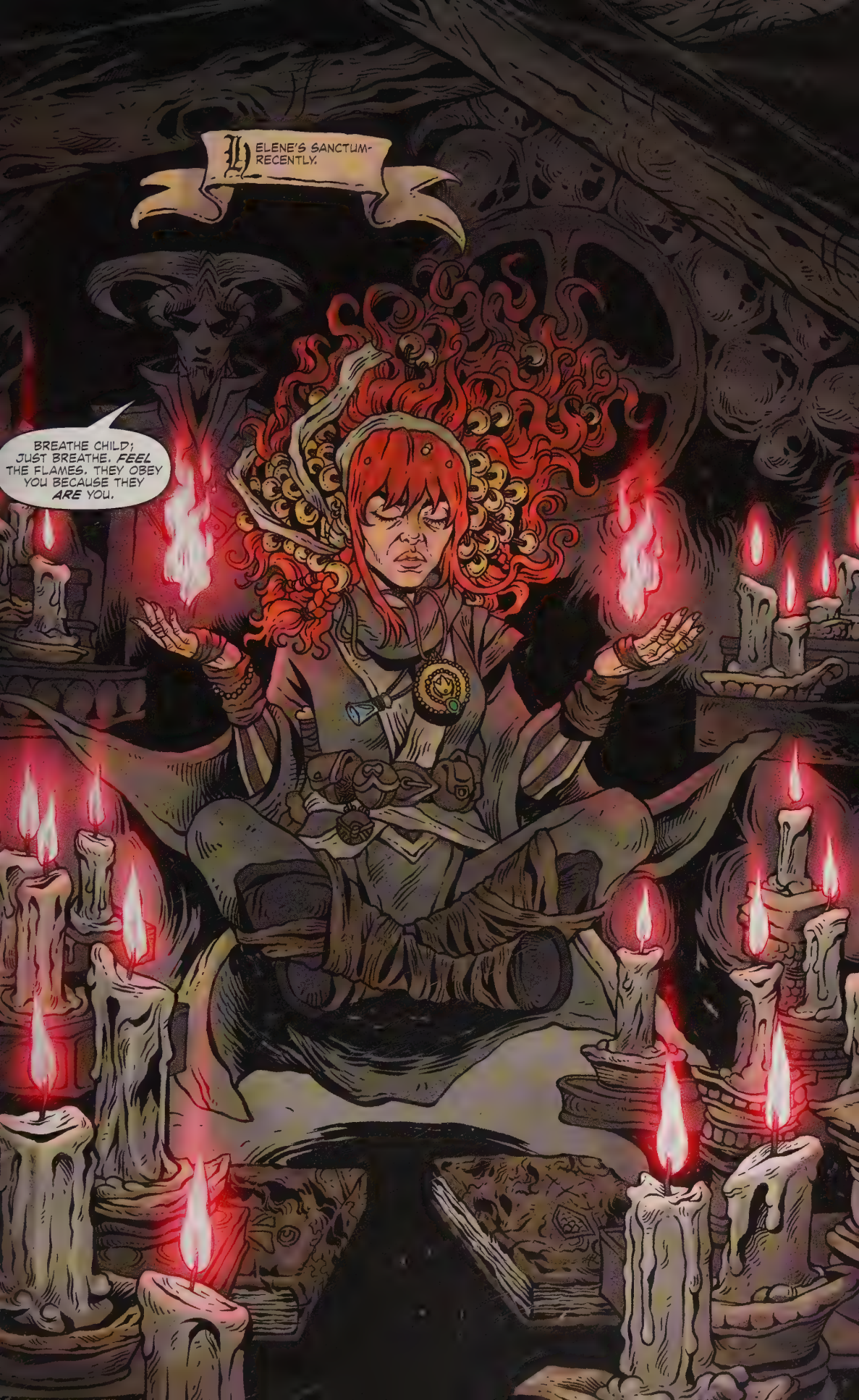


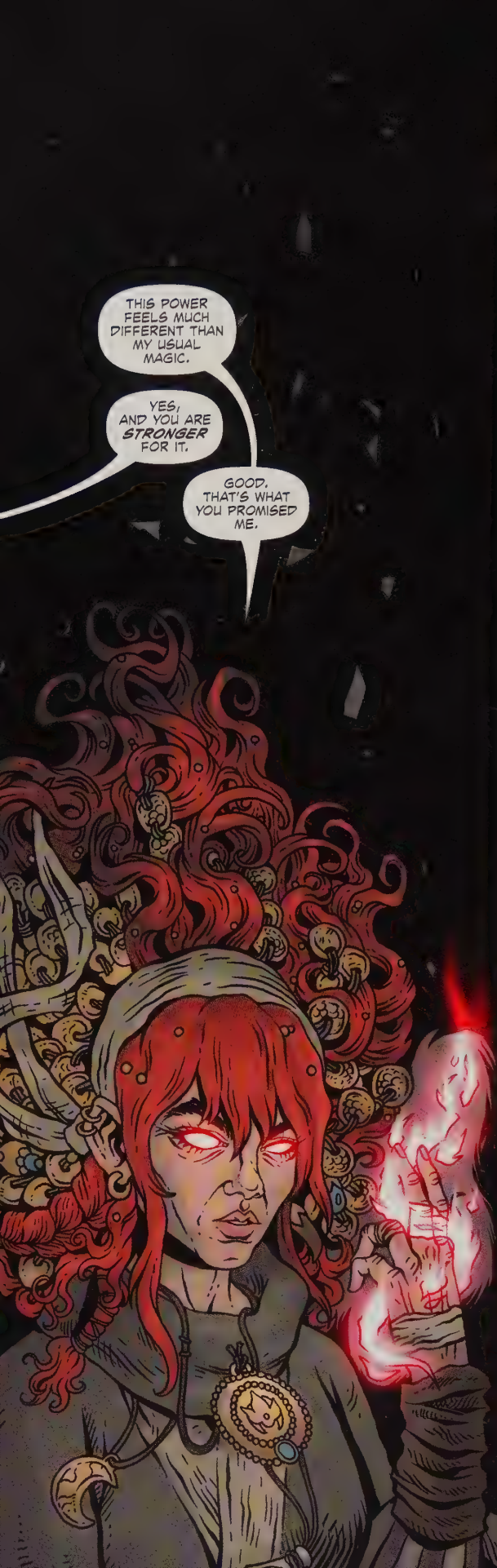
Art By
TESS FOWLER

Colors By
TAMRA BONVILLAIN

HELENE'S SANCTUM-
RECENTLY.

BREATHE CHILD;
JUST BREATHE. *FEEL*
THE FLAMES. THEY OBEY
YOU BECAUSE THEY
ARE YOU.





THIS POWER
FEELS MUCH
DIFFERENT THAN
MY USUAL
MAGIC.

YES,
AND YOU ARE
STRONGER
FOR IT.

GOOD.
THAT'S WHAT
YOU PROMISED
ME.

SHANDEIR WAS
ONE OF THE GREATEST
WIZARDS ALIVE. THERE ARE
SECRETS IN THIS BOOK LONG
FORGOTTEN. AND STILL,
SHE WAS NO MATCH FOR
HOONDARRH.

NO MORTAL
IS WITHOUT
HELP.

I HAVE A CHANCE
TO DO WHAT NO ONE
HAS. TO MASTER THE
POWER OF THE PRESENT
AND THE PAST; OF
THIS WORLD...

AND THE
NEXT. AND YOU
WILL NEED IT—THE
FINAL BATTLE IS
UPON YOU.

WHAT DO YOU
MEAN? HOONDARRH
HASN'T BEEN SEEN
FOR YEARS. SINCE
MINTARN—

SKADAUURAK
BELIEVES THE GREAT
WYRM IS DEAD. HE
INTENDS TO RESURRECT
AND ENSLAVE HOONDARRH
AS AN UNDEAD PAWN HE
CAN USE TO CONQUER
FAERUN.



HIM. OF COURSE
IT'S HIM. WHAT ELSE
CAN THAT ACCURSED
DRAGON TAKE FROM ME?
HE TOOK RAYONDE, AND
THE YEARS SPENT
CHASING HIM.

ARE
YOU CERTAIN
YOUR LOVE
IS LOST?

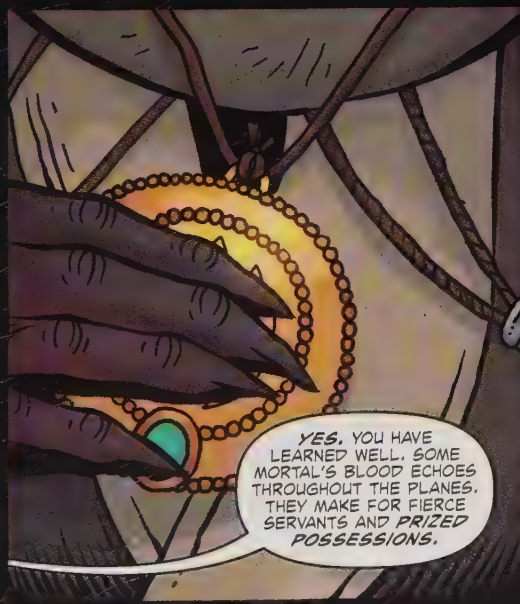


YES.
SKADAURAK USED
MY LOVE AGAINST
ME, AGAIN AND
AGAIN. IF RAYONDE
WERE STILL INSIDE
THERE, HE'D HAVE
FOUND HIS WAY
BACK TO ME BY
NOW.

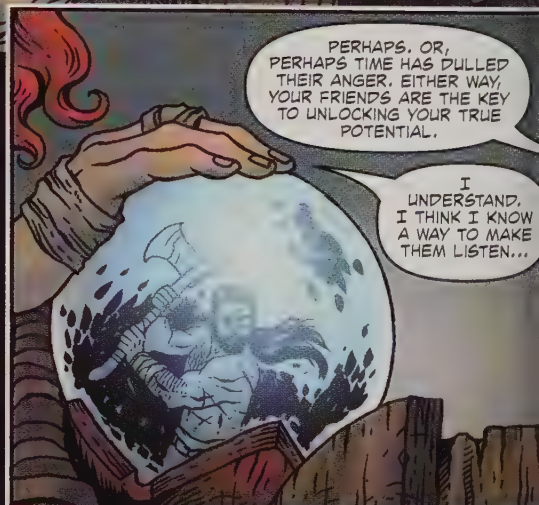


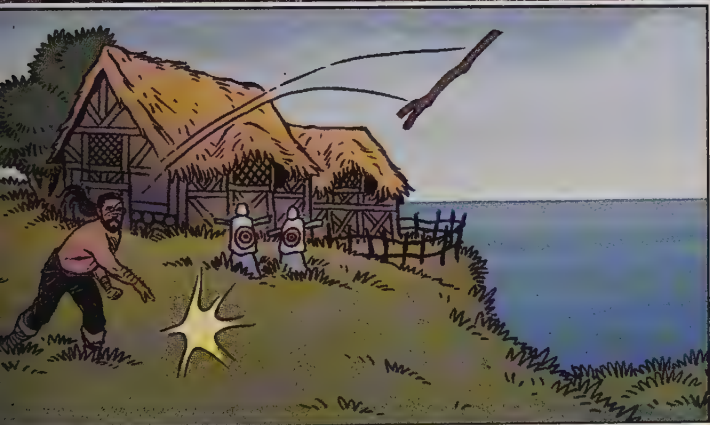
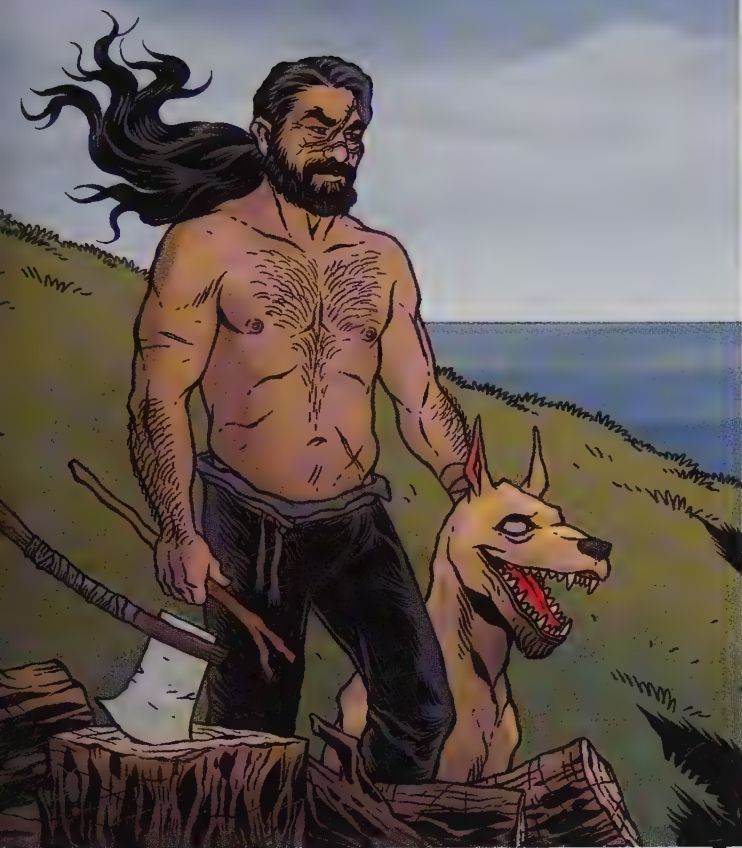
HOW CAN YOU
SPEAK WITH SUCH
CERTAINTY? YOU DON'T
KNOW WHAT POWER
HAS IMPRISONED
HIM.

I WAITED, I
TRIED EVERYTHING,
AND SKADAURAK ONLY
GOT STRONGER. PERHAPS
HIS **DEATH** WILL FREE
WHATEVER REMAINS
OF RAYONDE.



YES. YOU HAVE
LEARNED WELL. SOME
MORTAL'S BLOOD ECHOES
THROUGHOUT THE PLANES.
THEY MAKE FOR FIERCE
SERVANTS AND PRIZED
POSSESSIONS.







SOLIVIGANT
IS A FRIEND.

WELL,
HELLO
THERE!

IT'S BEEN
TOO LONG.
WHAT BRINGS
YOU OUT
HERE?



OUR PEOPLE
NEED HELP!



OF COURSE.
IT'S NEVER
GOOD NEWS,
IS IT?

XANDER
WAS RIGHT, WE
NEED TO STICK
TOGETHER.



AND WE DID STICK TOGETHER.
UNTIL WE *DIDN'T*. AFTER RAYONDE,
EVERYTHING CHANGED. HELENE
ACTED LIKE SHE WAS THE ONLY
ONE WHO WAS HURTING.



IT'S
EASY TO
GET LOST.



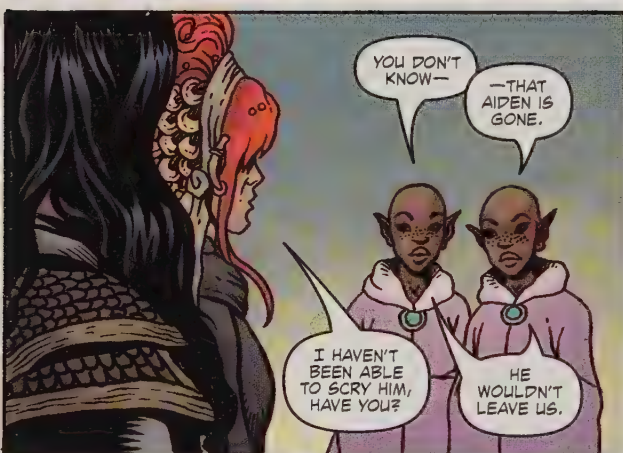
I TRIED,
SOLIVIGANT. GODS
HELP ME, I DID. BUT THE
HARDER I HELD ON, THE
MORE THEY SLIPPED AWAY.
RAYONDE IS GONE, AIDEN
DISAPPEARED, AND HELENE
IS LOST. EVEN KARRIN
AND KERRIN HAVE—







AFTER DERNALL FOREST, I JUST COULDN'T SEE ANY OF YOU GET HURT AGAIN.

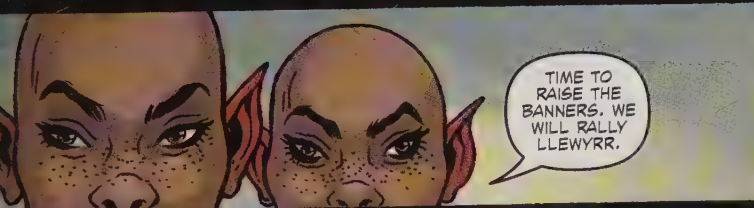




I'D NEVER TELL HER THIS, BUT I'VE ALWAYS WANTED TO BE MORE LIKE HER. AND XANDER ALWAYS DOES THE RIGHT THING, SOMETHING I NEVER SEEM TO BE ABLE TO DO. KARRIN AND KERRIN ARE SO WISE, I'VE LEARNED SO MUCH FROM THEM.



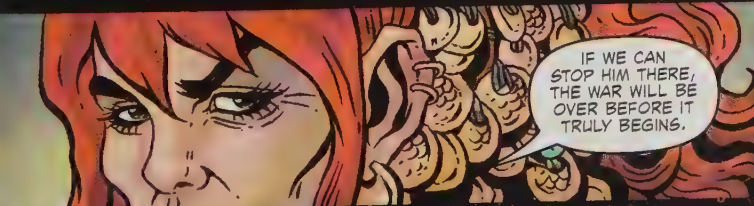
I'VE BEEN ALL OVER THIS WORLD, AND THEY'RE THE BEST PEOPLE I'VE EVER MET. THE GREATEST HEROES. I DON'T DESERVE THEIR FRIENDSHIP—I NEVER HAVE. HEY, YOU BETTER NOT REPEAT THIS, BIRDBRAIN...



TIME TO RAISE THE BANNERS. WE WILL RALLY LLEWYRR.



I'LL NOTIFY HOUSE KENDRICK TO HAVE THEIR FORCES RALLY AT ALARON.



IF WE CAN STOP HIM THERE, THE WAR WILL BE OVER BEFORE IT TRULY BEGINS.



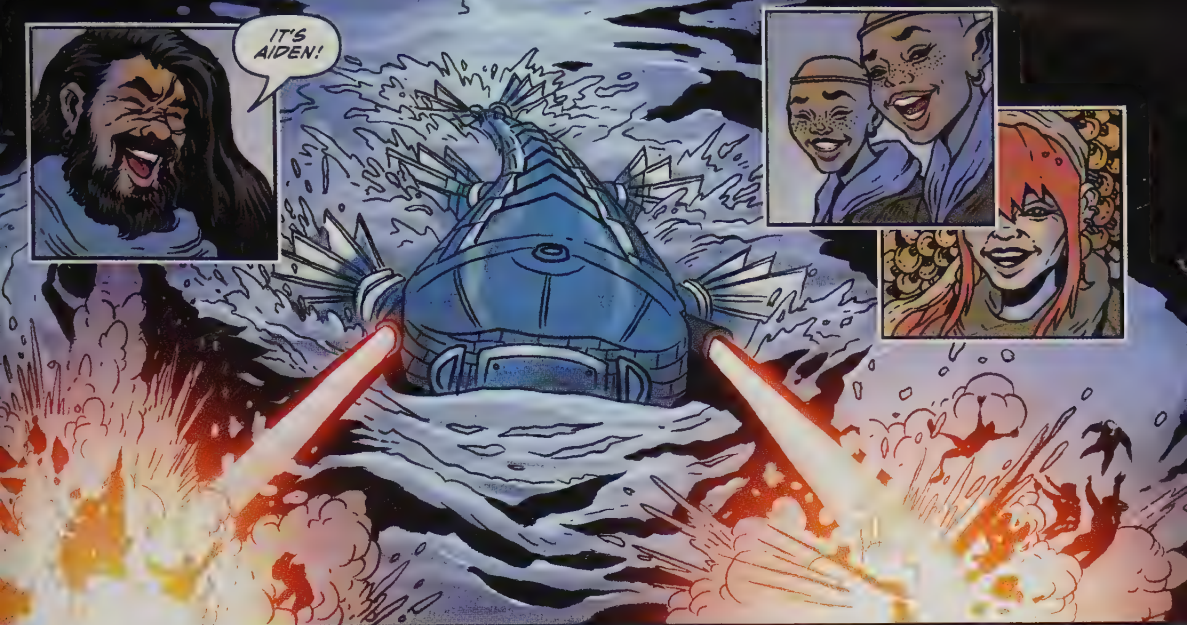
ALL THESE YEARS, AND IT FINALLY COMES BACK TO THIS. I'LL FINALLY BE FREE OF SKADAURAK, AND I'LL MAKE SURE HOONDARRH DOESN'T HURT ANYONE ELSE EVER AGAIN.

LARON, MOONSHAE
ISLES—PRESENT DAY.



YOU HAVE ALL FOUGHT
WELL—WORTHY OF YOUR
LEGEND. BUT I'M AFRAID
YOUR TIME IS UP.







WELCOME
ABOARD.



WE KNEW
YOU'D COME.

YOU
NEVER LET
US DOWN.

AND
I NEVER
WILL.



THIS IS BAD,
XANDER.

WE'VE
BEEN THROUGH
WORSE.

OH YEAH?
WHEN?



I HAVEN'T
SEEN YOU IN TOO
LONG, AIDEN. YOU
LOOK GOOD.

I WOULDN'T
BE VERY GOOD
AT THIS IF I WERE
EASY TO FIND
NOW, WOULD
I?



TAKE
US DOWN,
JANOLUS.

WE NEED
TO REGROUP
AND—

ON BOARD THIS
SHIP, I GIVE THE
ORDERS. WALK WITH
ME, HELENE—I'D
LIKE A WORD.



HOW'D
YOU FIND
US?

JUST BECAUSE
YOU CAN'T SEE *ME*,
DOESN'T MEAN I CAN'T
SEE *YOU*. WHAT IS
ALL THIS?

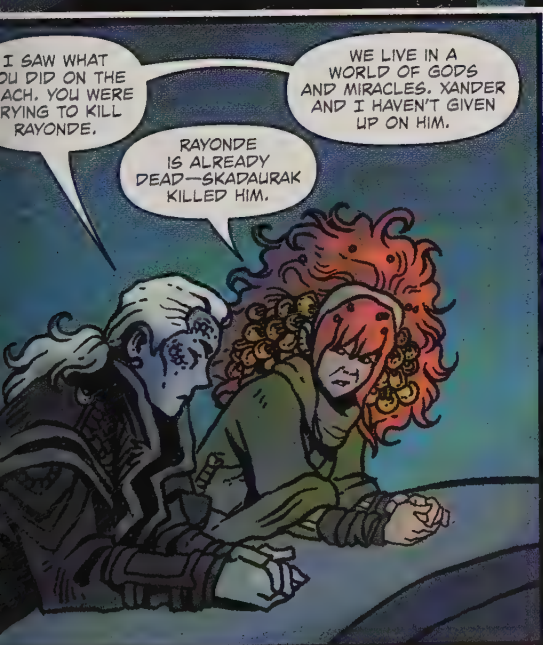
SKADAURAK
BAITED US INTO
A TRAP, BUT—



NO, WHAT
IS ALL *THIS*? I
DON'T RECOGNIZE
YOU ANYMORE.

WHAT DO
YOU MEAN? I'VE
KNOWN YOU MY
ENTIRE LIFE.

YES, BUT I
MAY NOT HAVE
KNOWN *YOU*.




I SAW WHAT
YOU DID ON THE
ACH. YOU WERE
TRYING TO KILL
RAYONDE.

RAYONDE
IS ALREADY
DEAD—SKADAURAK
KILLED HIM.

WE LIVE IN A
WORLD OF GODS
AND MIRACLES. XANDER
AND I HAVEN'T GIVEN
UP ON HIM.



YES, BUT YOU
GAVE UP ON *ME*. I
NEEDED YOU, AIDEN, AND
YOU WEREN'T THERE. I
KNEW XANDER WOULDN'T
UNDERSTAND, BUT
YOU?



I DO UNDERSTAND,
WHICH IS WHY I LEFT.
I DIDN'T WANT YOU TO BE
LIKE ME, I WANTED YOU TO BE
BETTER. REVENGE IS EASY—
ANY FOOL CAN SEEK IT. BUT
ALL IT LEAVES IS
ASHES.

DON'T
PREACH AT
ME, PIRATE
KING.

THE TWINS
GIVE EXCELLENT
COUNCIL. VERY...
SPIRITUAL. IT'S
WHY I VISIT THEM
SO OFTEN.

CAN YOU
BE SERIOUS? THIS
MIGHT BE THE LAST
TIME WE EVER SEE
EACH OTHER.

HOW IS THAT
DIFFERENT THAN
ANY OTHER
DAY?

YOU KNOW
WHAT I AM. I
WAS BORN WITH
A SHADOW ON
MY SOUL, SO I
RECOGNIZE ITS
STAIN. WHAT HAVE
YOU DONE,
HELENE?

WHAT I
HAD TO DO TO
END THIS.

THINGS ARE
WORTH WHAT
YOU PAY FOR
THEM.

I'M
PREPARED,
WHATEVER THE
PRICE.

I KNOW. SO
I'M COMING WITH
YOU. XANDER WANTS
TO SAVE RAYONDE,
I'M FIGHTING TO
SAVE YOU.

REALLY,
I'M FINE.

YOU NEVER
WERE A VERY
GOOD LIAR.

DO YOU EVER
WONDER WHAT WOULD
HAVE HAPPENED IF WE'D
JUST STAYED ON
NORLAND?

I'M SURE WE
CAN STILL FIND A
PIG TO ROAST WHEN
THIS IS OVER.

DONE. BUT
NEXT TIME,
LET'S SKIP THE
WOLVES.



XANDER,
ARE YOU
INJURED?

JUST
MY PRIDE,
KARRIN.

YOU GOT
MY NAME
RIGHT!

I WAS
BOUND TO,
EVENTUALLY.



THIS ISN'T
GOOD, YOU
KNOW.

THINGS ARE
ALWAYS BETTER
WHEN WE'RE
TOGETHER.

YOU'RE LUCKY.
YOU AND KERRIN
ALWAYS HAVE
EACH OTHER.



KERRIN IS A
PART OF ME, BUT
SO ARE YOU. AND
AIDEN AND
HELENE.

AND
RAYONDE?

YES. A
PIECE OF US
IS MISSING.



WHAT IF
HELENE IS
RIGHT? WHAT IF
HE IS REALLY
GONE?

THEN WE WILL
REMEMBER AND
TELL HIS STORY.
BUT XANDER?

YES?

PLEASE DON'T
LEAVE US AGAIN.
PROMISE.

I... I
PROMISE.

§ KADARAK ISLAND,
MOONSHAE ISLES—
THE LAST DAY.

IMAGINE.
HOONDARRH COULD
BE IN THERE SLEEPING
RIGHT NOW. WHAT IF
HE AWAKENS?

WE DON'T HAVE TO
DO THIS, YOU KNOW. I
KNOW A GREAT TAVERN IN
PORT NYANZARU.

WE
ENJOYED—

—THAT
PLACE.





I WAS TOLD, "MY FRIENDS ARE THE KEY TO UNLOCKING MY TRUE POTENTIAL." I SUPPOSE WE'LL SOON FIND OUT.



THAT'S AN ODD—

—THING TO SAY.

WHO SAID THAT?

SOMEONE WHO HELPED COMPLETE MY UNDERSTANDING.



SO, WHERE TO NOW?

THERE. WE NEED TO HOLD THAT CAVE ENTRANCE. IF SKADAURAK GETS INSIDE, ALL IS LOST.



SO, IT'S TIME TO SAVE THE WORLD, AGAIN.

IT NEVER GETS EASIER, DOES IT?

IF IT WERE EASY—

—IT WOULDN'T BE FUN!

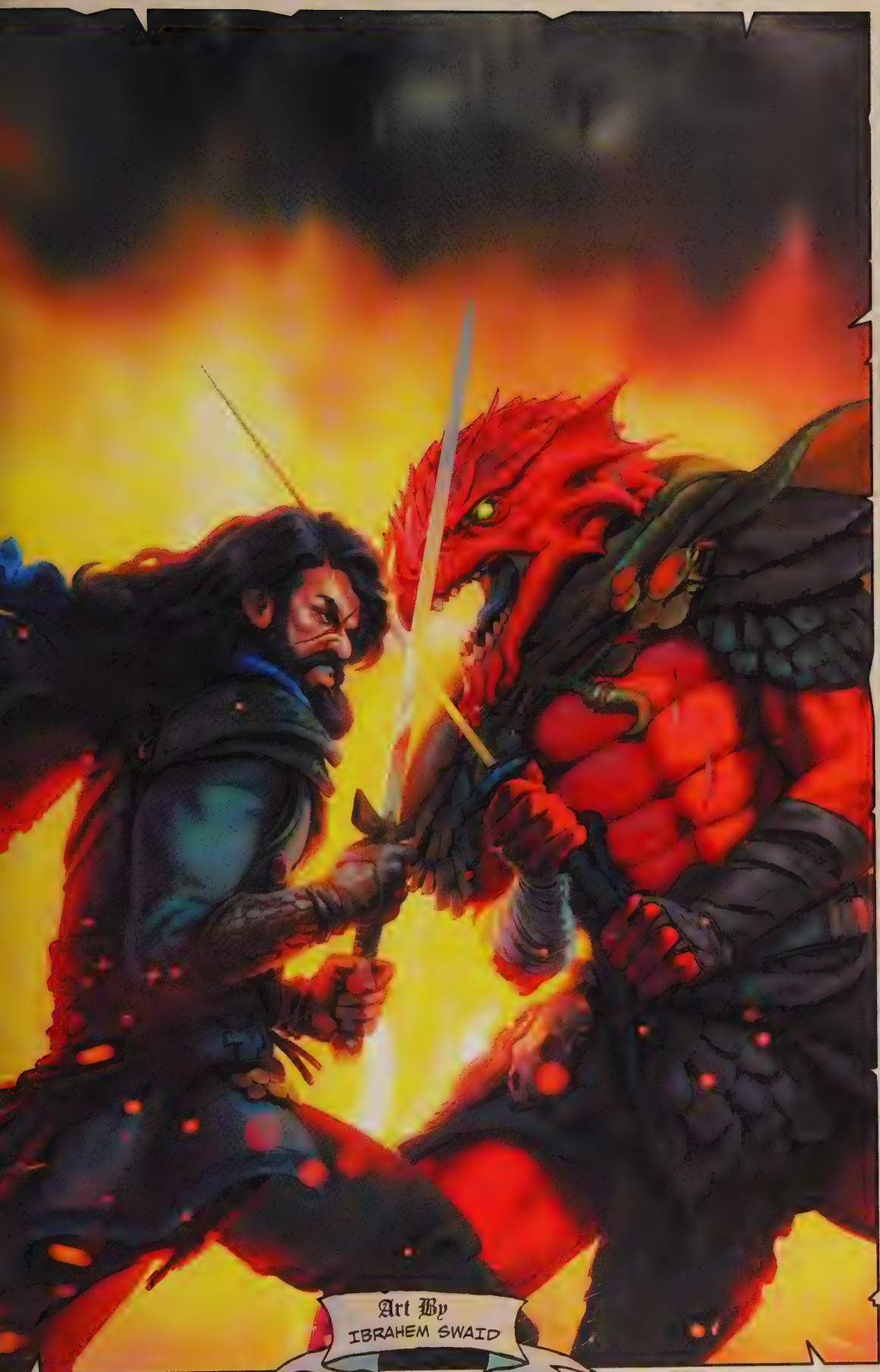
YOU TWO SHOULD SPEND LESS TIME WITH AIDEN.



HERE THEY
COME.

HOLD THE
CAVE, WHATEVER
IT TAKES.

OUTNUMBERED ON A
MOUNTAINSIDE TRAPPED
IN BETWEEN WARRING
DRAGONS. WHAT COULD
POSSIBLY GO
WRONG?



Art By
IBRAHEM SWAID

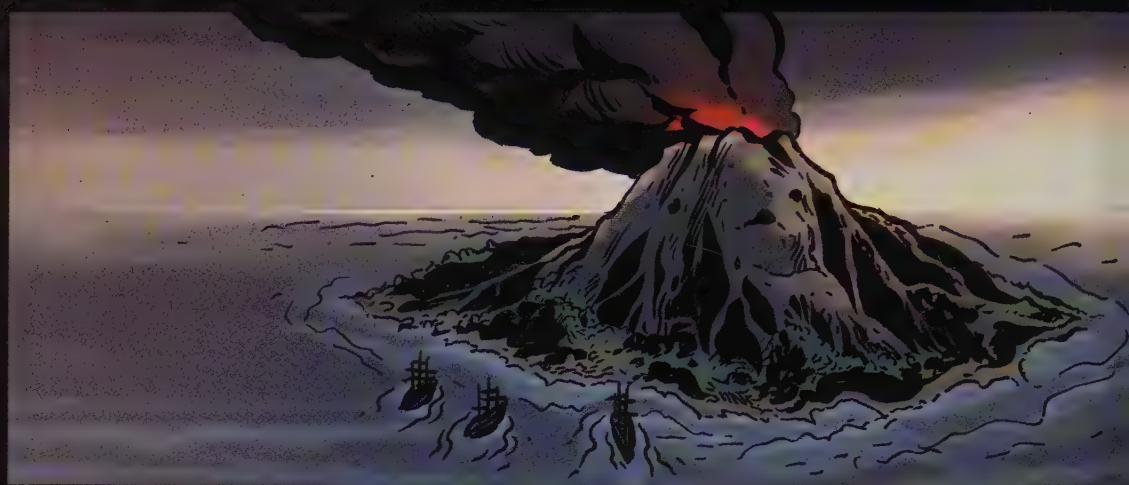


Art By
TESS FOWLER

Colors By
TAMRA BONVILLAIN

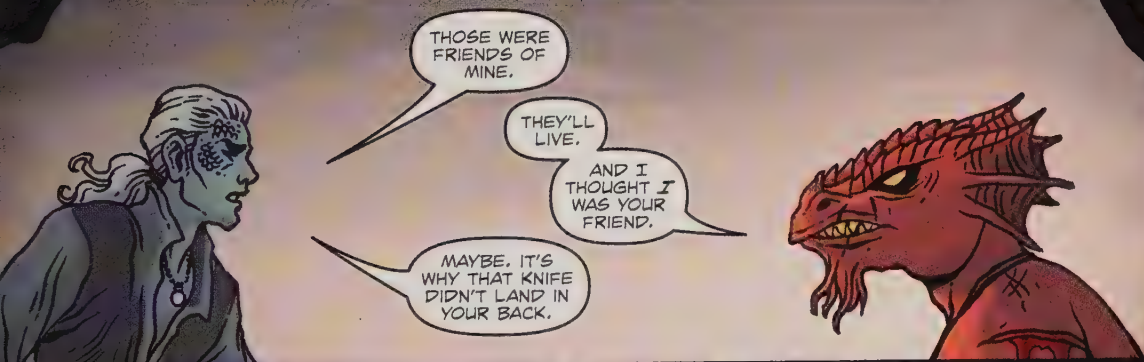
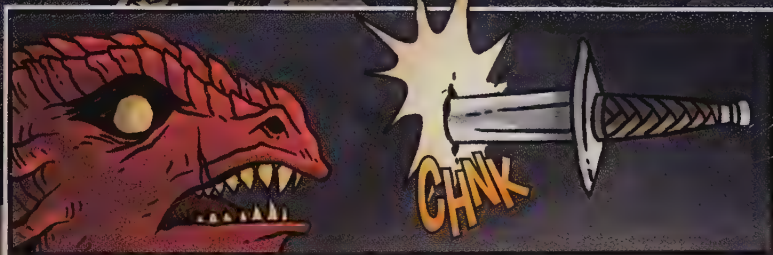
§ KADALURAK ISLAND,
MOONSHAE ISLES—
THE LAST DAY.

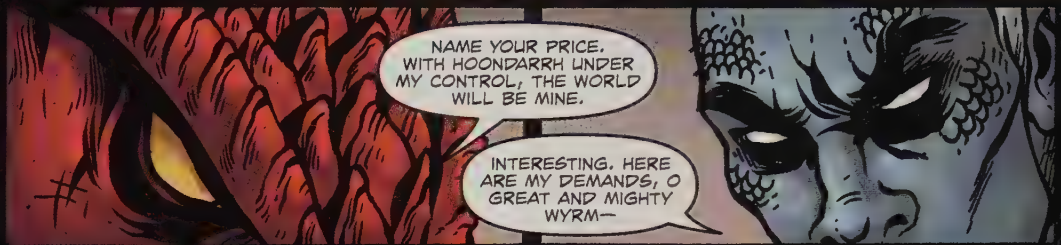
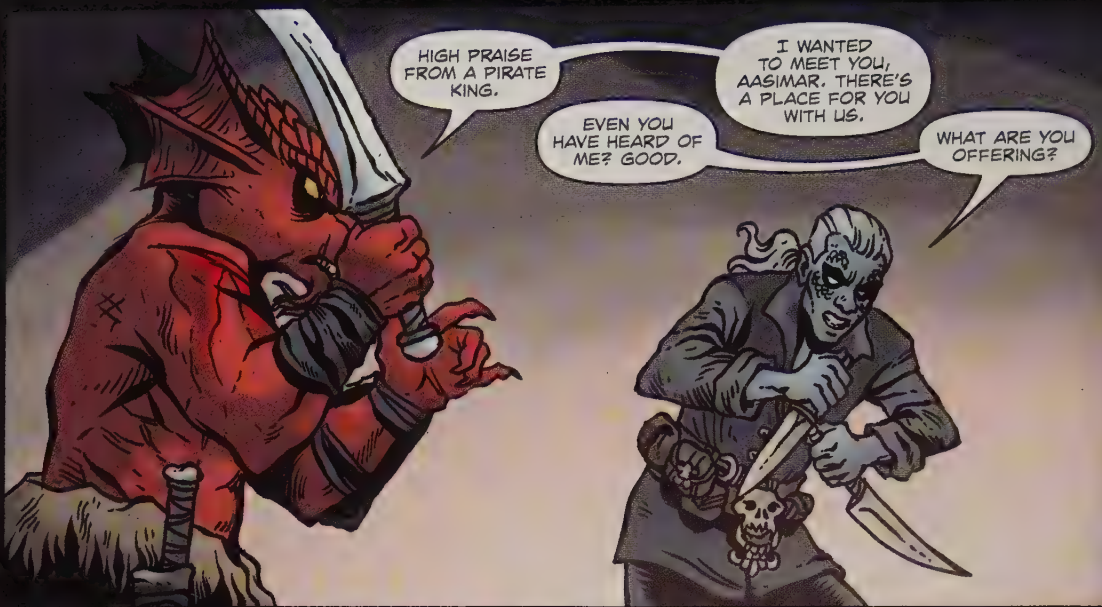


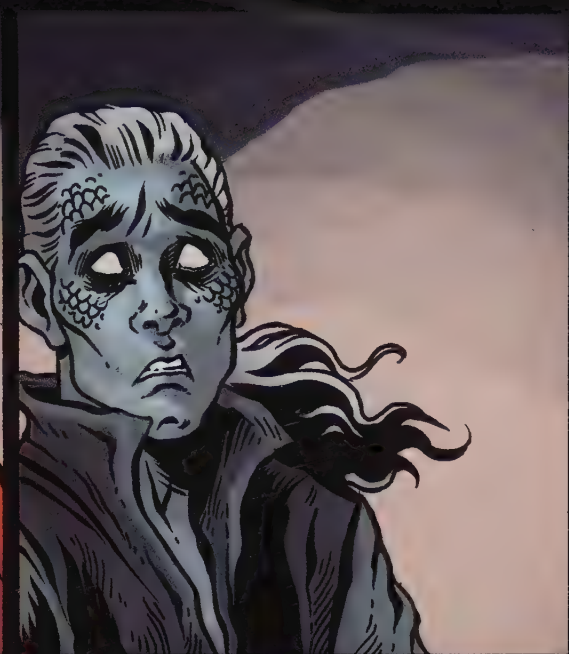
















SKADAURAK!

WE COME
TO IT AT
LAST.



OUR FINAL
BATTLE. IT
ENDS AS WE
BEGAN.

DO IT.



BURN!

AAAAHHHH

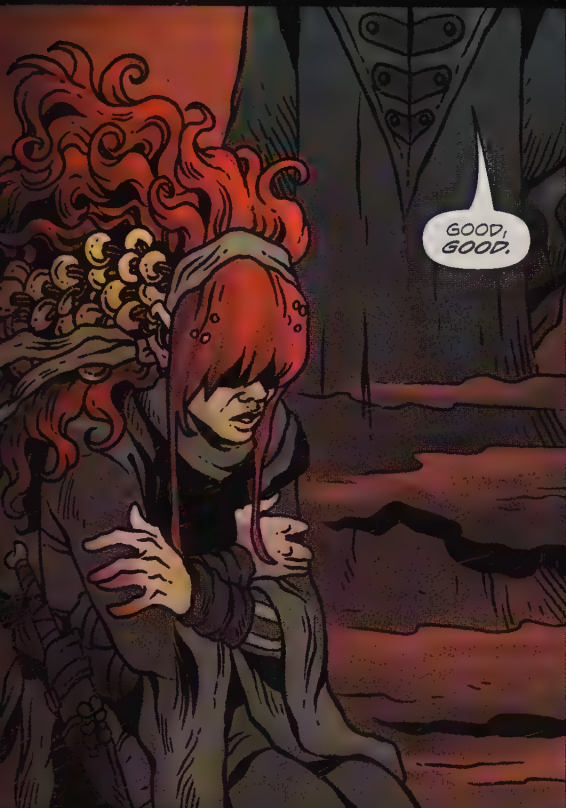


THERE SHE
IS. DO YOUR
WORST.

YOU TOOK
EVERYTHING
FROM ME.

DID I? I
COULDN'T HAVE
DONE ANY OF THIS
WITHOUT YOU,
HELENE.

NOW YOU
DIE!





BY DELIVERING
YOU, MY POWER HAS
BEEN RESTORED.

YOU
TOOK HOONDARRH
LIKE YOU TOOK
RAYONDE...

I TOLD YOU,
I COULDN'T HAVE
DONE IT WITHOUT
YOU, HELENE.



YOU
USED ME.

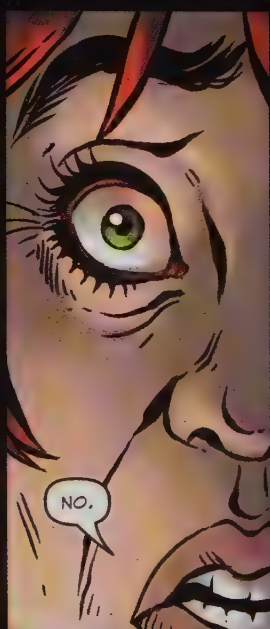
WHAT
OF ME, MY
LORD?

NO. I
ANSWERED.
YOU ARRIVED
HERE ALL ON
YOUR OWN.



THE OTHERS
ARE OF NO MORE
USE. DESTROY
THEM ALL.

NO!



NO.



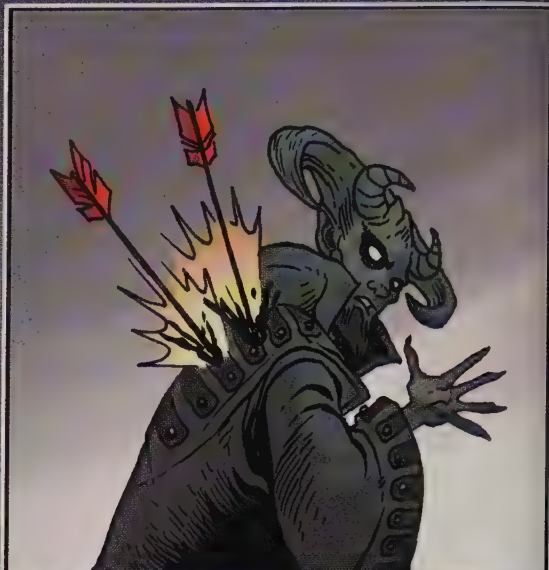






I DON'T BURN
NOW. AND I DON'T
NEED TO BE ABLE
TO SEE YOU TO
CRUSH YOU.

YOU REALLY
DON'T KNOW
ANYTHING, DO
YOU HELENE?

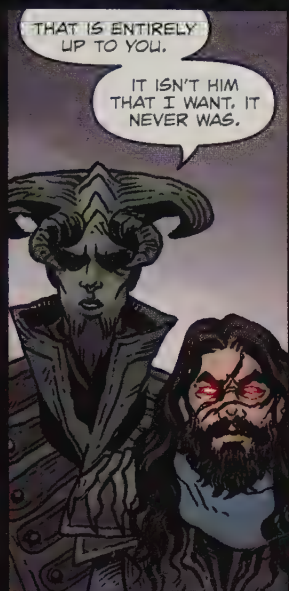


DIE!

IMPRESSIVE,
BUT IT WILL TAKE A
GREAT DEAL MORE
THAN THAT TO
DEFEAT ME.



BUT YOU
MAY STILL BE
OF SOME
USE.





I... I DON'T UNDERSTAND. WHY ME?

THE BLOOD OF THE CELESTIALS FLOWS IN YOUR FAMILY'S VEINS. *YOUR* VEINS. WHEN YOU TURNED YOUR BACK ON THEM—

I KNEW YOU WOULD BE A USEFUL ASSET.




ZARIEL HAS PROVEN TO BE A PRIZED POSSESSION.


BUT YOU WILL PROVE TO BE MY CROWN JEWEL. THE SERVANT WHO WILL DELIVER MY ULTIMATE VICTORY.




I SEE NOW. I FINALLY UNDERSTAND. IT WAS ME. IT WAS ALWAYS ME.




YES, ALL OF
THIS WAS DESIGNED
TO BRING YOU TO THIS
MOMENT. THESE MORTALS
WERE BUT PAWNS, BUT
YOU WILL BE THE
QUEEN.




I'M SORRY, XANDER. I'M SORRY
FOR EVERYTHING. WITHOUT ME, NONE
OF THIS WOULD HAVE HAPPENED AND
YOU ALL WOULD HAVE BEEN SAFE.
SO, I WISH NONE OF IT
EVER HAD.



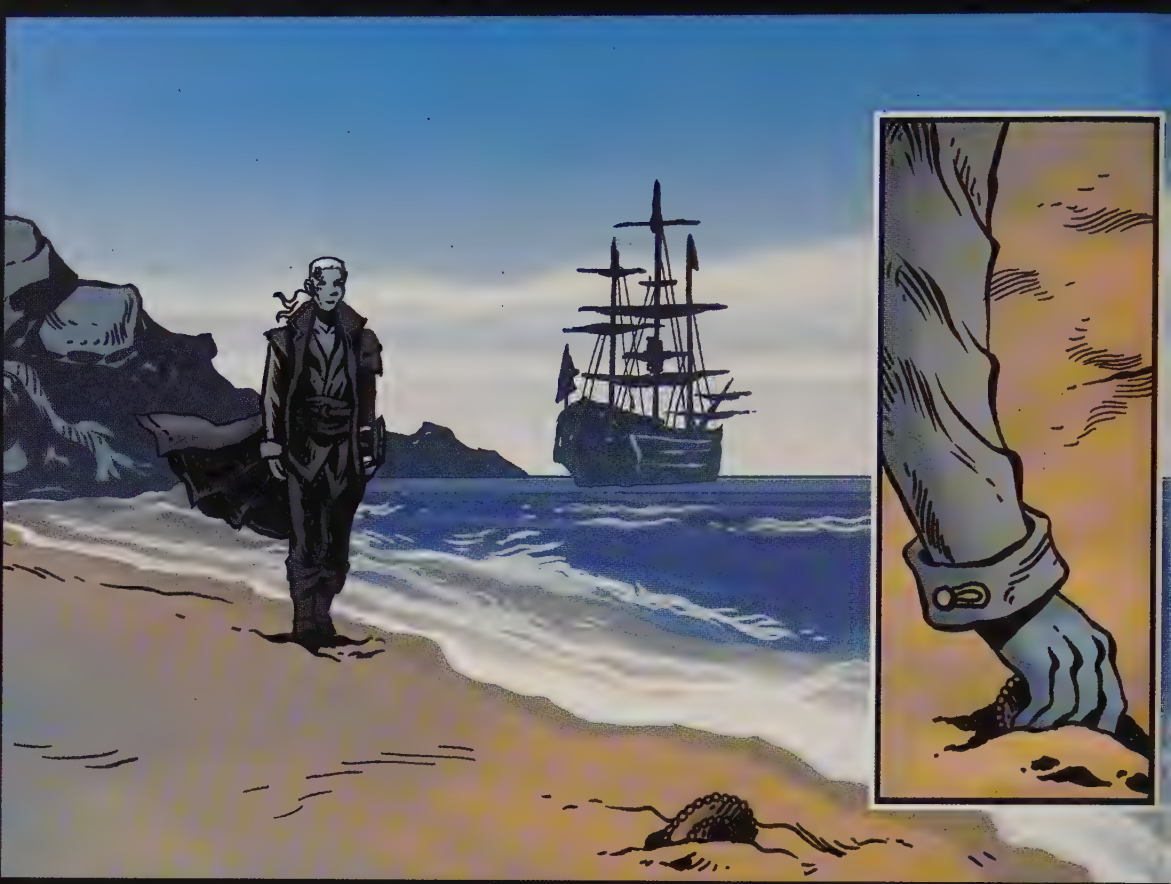
I WISH YOU'D NEVER
LEFT WITH ME. I WISH I
NEVER LET RAYONDE GET
TAKEN AND RUIN ALL
OUR LIVES.



I WISH
WE'D NEVER
MET.



NOOOOOOOO!!





Art By
IBRAHEM SWAID



DUNGEONS & DRAGONS®

Xander

CHARACTER NAME

Fighter 2
CLASS & LEVEL

Variant Human
RACE

Far Traveler
BACKGROUND

Padge
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

I have a strong code of honor or sense of propriety that others don't comprehend.
PERSONALITY TRAITS

Adventure. I'm far from home, and everything is strange and wonderful! (Chaotic)
IDEALS

So long as I have this token from my homeland, I can face any adversity in this strange land.
BONDS

I pretend not to understand the local language in order to avoid interactions I would rather not have.
FLAWS

STRENGTH

+3

16

DEXTERITY

+0

10

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+0

10

CHARISMA

+1

13

INSPIRATION

+2

PROFICIENCY BONUS

- +5 Strength
- +0 Dexterity
- +5 Constitution
- -1 Intelligence
- +0 Wisdom
- +0 Charisma

SAVING THROWS

- +0 Acrobatics
- +0 Animal Handling
- -1 Arcana
- +5 Athletics
- +1 Deception
- -1 History (Int)
- +2 Insight (Wis)
- +3 Intimidation (Cha)
- -1 Investigation
- +0 Medicine
- -1 Nature
- +2 Perception (Wis)
- +1 Performance
- +1 Persuasion
- -1 Religion
- +0 Sleight of Hand
- +0 Stealth
- +2 Survival

SKILLS

12

PASSIVE WISDOM (PERCEPTION)

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Languages: Common, Giant

OTHER PROFICIENCIES & LANGUAGES

10
ARMOR CLASS

+0

INITIATIVE

30ft

SPEED

22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

2d10

HIT DICE

SUCCESSSES ○ ○ ○ ○

FAILURES ○ ○ ○ ○

DEATH SAVES

Unarmed Strike +5 + Bludgeoning

ATTACKS & SPELLCASTING

- 0
- 0
- 0
- 0
- 15
- 0

- Shield
- Chain Mail
- Crossbow, Light
- Greatsword
- Crossbow Bolts
- Backpack
- Bedroll
- Clothes, Traveler's
- Mess Kit
- Rations (1 day)
- Rope, Hempen (50 feet)
- Tinderbox
- Torch
- Waterskin
- Three-Dragon Ante Set

EQUIPMENT

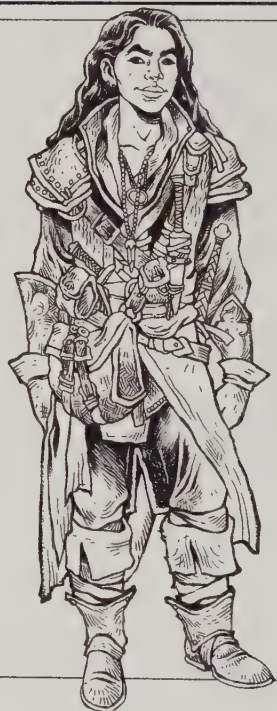
FEATURES & TRAITS

Actions: Standard Actions: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Bonus Actions: Great Weapon Master Attack: On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make one melee weapon attack as a bonus action

Second Wind · 1 / Short Rest
Once per short rest, you can take one additional action to regain 1d10 + 2 HP

Special: Action Surge · 1 / Short Rest
Once per short rest, you can take one additional action on your turn. [17th] Twice per short rest



Art By
TESS FOWLER

DUNGEONS & DRAGONS®

Xander

CHARACTER NAME

Fighter 20
CLASS & LEVEL

Variant Human
RACE

Far Traveler
BACKGROUND

Padge
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

I have a strong code of honor or sense of propriety that others don't comprehend.
PERSONALITY TRAITS

Adventure. I'm far from home, and everything is strange and wonderfull (Chaotic)
IDEALS

So long as I have this token from my homeland, I can face any adversity in this strange land.
BONDS

I pretend not to understand the local language in order to avoid interactions I would rather not have
FLAWS

STRENGTH
+5
20

DEXTERITY
+0
10

CONSTITUTION
+5
20

INTELLIGENCE
-1
8

WISDOM
+0
10

CHARISMA
+1
13

INSPIRATION

+6

PROFICIENCY BONUS

- **+11** Strength
- **+0** Dexterity
- **+11** Constitution
- **-1** Intelligence
- **+0** Wisdom
- **+1** Charisma

SAVING THROWS

- **+0** Acrobatics
- **+0** Animal Handling
- **-1** Arcana
- **+11** Athletics
- **+1** Deception
- **-1** History
- **+6** Insight
- **+7** Intimidation
- **-1** Investigation
- **+0** Medicine
- **-1** Nature
- **+6** Perception
- **+1** Performance
- **+1** Persuasion
- **-1** Religion
- **+0** Sleight of Hand
- **+0** Stealth
- **+6** Survival

SKILLS

16

PASSIVE WISDOM (PERCEPTION)

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Tools: Cook's Utensils, Lute

Languages: Common, Giant, Infernal

OTHER PROFICIENCIES & LANGUAGES

18
ARMOR CLASS

+0
INITIATIVE

30ft
SPEED

224

CURRENT HIT POINTS

TEMPORARY HIT POINTS

20d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

Crossbow, Hand, +3 **+9** 1d6+3 Piercing
Greatsword of Sharpes **+11** 2d6+5 Slashing
Unarmed Strike **+11** 6 Bludgeoning

ATTACKS & SPELLCASTING

0

0

0

15

0

- Shield
- Chain Mail
- Crossbow, Light
- Greatsword
- Crossbow, Hand, +3
- Crossbow Bolts
- Backpack
- Bedroll
- Clothes, Traveler's
- Mess Kit
- Rations (1 day)
- Rope, Hempen (50 feet)
- Tinderbox
- Torch
- Waterskin
- Three-Dragon Ante Set

EQUIPMENT

FEATURES & TRAITS

Actions: Standard Actions: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Superiority Dice: 6 / **Short Rest:** You learn maneuvers that are fueled by superiority dice. Maneuvers enhance an attack in some way. You have 6d12 superiority dice per short rest

Bonus Actions: Great Weapon Master Attack: On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one you can make one melee weapon attack as a bonus action

Second Wind: 1 / **Short Rest:** Once per short rest, you can use a bonus action to regain 1d10 + 20 HP

Reactions: Parry when another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + 0



Art By
TESS FOWLER



DUNGEONS & DRAGONS®

Kerrin & Karrin

CHARACTER NAME

Arcana Cleric 2
CLASS & LEVEL

Wood Elf
RACE

Cloistered Scholar
BACKGROUND

PLAYER NAME

(Milestone)
EXPERIENCE POINTS

My sibling and I are one.

PERSONALITY TRAITS

Self-Improvement. The goal of a life of study is the betterment of oneself.

IDEALS

We'll do anything for the people we love.

BONDS

We need each other to be complete.

FLAWS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+3

16

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☒ +5 Wisdom
- ☒ +2 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☒ +3 Arcana
- ☐ -1 Athletics
- ☐ +0 Deception (Cha)
- ☒ +3 History
- ☒ +5 Insight
- ☐ +0 Intimidation
- ☐ +1 Investigation (Int)
- ☒ +5 Medicine
- ☐ +1 Nature
- ☒ +5 Perception (Wis)
- ☐ +0 Performance
- ☐ +0 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth
- ☐ +3 Survival

SKILLS

15

PASSIVE WISDOM (PERCEPTION)

15

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

Arcana Cleric 2
Armor: Light Armor, Medium Armor, Shields

Weapons: Longbow, Longsword, Shortsword, Simple Weapons

Languages: Common, Dwarvish, Elvish, Undercommon

OTHER PROFICIENCIES & LANGUAGES

16
ARMOR CLASS

+3
INITIATIVE

35ft
SPEED

15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Crossbow, Light	+5	1d8+3 Piercing
Mace	+1	1d6+1 Bludgeoning
Shortsword	+5	1d6+3 Piercing
Shocking Grasp	+5	1d8 Lightning
Fire Bolt	+5	1d10 Fire
Unarmed Strike	+1	+1 Bludgeoning

ATTACKS & SPELLCASTING

- 0
- 0
- 0
- 0
- 10
- 0

- Shield
- Leather Armor
- Mace
- Crossbow, Light
- Shortsword
- Crossbow Bolts
- Backpack
- Blanket
- Candle
- Rations (1 day)
- Tinderbox
- Waterskin
- Amulet
- Alms Box
- Block of Incense
- Censer
- Vestments

EQUIPMENT

FEATURES & TRAITS

Actions: Cantrips: Fire Bolt, Mending, Shocking Grasp, Spare the Dying, Thaumaturgy



Art By
TESS FOWLER

DUNGEONS & DRAGONS®

Kerrin & Karrin

CHARACTER NAME

Cleric 20
CLASS & LEVEL

Wood Elf
RACE

Cloistered Scholar
BACKGROUND

PLAYER NAME

(Milestone)
EXPERIENCE POINTS

My sibling and I are one

PERSONALITY TRAITS

Self-Improvement. The goal of a life of study is the betterment of oneself

IDEALS

We'll do anything for the people we love

BONDS

We need each other to be complete

FLAWS

STRENGTH
-1

8

DEXTERITY
+4

18

CONSTITUTION
+2

14

INTELLIGENCE
+1

12

WISDOM
+5

20

CHARISMA
+0

10

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +4 Dexterity
- ☒ +8 Constitution
- ☐ +1 Intelligence
- ☒ +11 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ +4 Acrobatics
- ☐ +5 Animal Handling
- ☒ +7 Arcana
- ☐ -1 Athletics
- ☐ +0 Deception
- ☒ +7 History (Int)
- ☒ +11 Insight (Int)
- ☐ +0 Intimidation
- ☐ +1 Investigation
- ☒ +11 Medicine
- ☐ +1 Nature (Int)
- ☒ +11 Perception (Int)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion
- ☒ +7 Religion
- ☐ +4 Sleight of Hand
- ☐ +4 Stealth
- ☐ +5 Survival

SKILLS

21

PASSIVE WISDOM (PERCEPTION)

21

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

Armor: Light Armor, Medium Armor, Shields

Weapons: Longbow, Longsword, Shortsword, Simple Weapons

Languages: Common, Dwarvish, Elvish, Undercommon

OTHER PROFICIENCIES & LANGUAGES

17
ARMOR CLASS

+4
INITIATIVE

35ft
SPEED

143

CURRENT HIT POINTS

TEMPORARY HIT POINTS

20d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

FEATURES & TRAITS

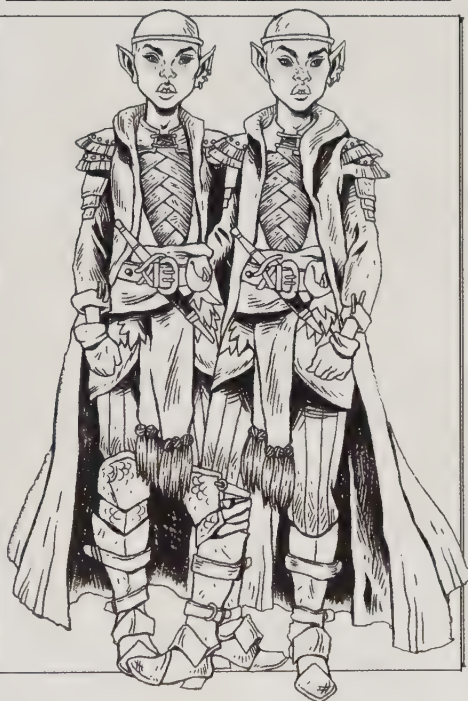
Actions: Cantrips: Fire Bolt, Mending, Shocking Grasp, Spare the Dying, Thaumaturgy

Crossbow, Light	+10	1s8++ Piercing
Shortsword	+10	1d6++ Piercing
Shocking Grasp	+11	4d8+5 Lightning
Fire Bolt	+11	4d10+5 Fire
Unarmed Strike	+5	0 Bludgeoning

ATTACKS & SPELLCASTING

- 0 - Shield
- 0 - Leather Armor
- 0 - Mace
- 0 - Crossbow, Light
- 0 - Shortsword
- 0 - Crossbow Bolts
- 10 - Backpack
- 0 - Bedroll
- 0 - Mess Kit
- 0 - Rations (1 day)
- 0 - Rope, Hempen (50ft.)
- 0 - Tinderbox
- 0 - Torch
- 0 - Waterskin

EQUIPMENT



Art By
TESS FOWLER



DUNGEONS & DRAGONS®

Rayonde

CHARACTER NAME

Monk 2
CLASS & LEVEL

Dragonborn
RACE

Pirate
BACKGROUND

PLAYER NAME

(Milestone)
EXPERIENCE POINTS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

STRENGTH

+0

10

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+0

11

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +2 Strength
- ☒ +4 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☒ +4 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +2 Athletics
- ☐ +0 Deception
- ☐ +1 History
- ☐ +2 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Med)
- ☐ +1 Nature
- ☒ +4 Perception
- ☐ +0 Performance
- ☐ +0 Persuasion
- ☐ +1 Religion (Int)
- ☐ +2 Sleight of Hand
- ☒ +4 Stealth (Dex)
- ☐ +2 Survival

SKILLS

14

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

Weapons: Shortsword, Simple Weapons
Tools: Cartographer's Tools, Navigator's Tools, Vehicles (Water)
Languages: Common, Draconic

OTHER PROFICIENCIES & LANGUAGES

14

ARMOR CLASS

+2

INITIATIVE

40ft

SPEED

17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Crossbow, Light +4 1d8+2 Piercing
Unarmed Strike +4 1d+2 Bludgeoning
Unarmed Strike +4 1d+2 Bludgeoning
Flurry of Blows +4 1d+2 Bludgeoning

ATTACKS & SPELLCASTING

- 0 - Crossbow, Light
- 0 - Dart
- 0 - Crossbow Bolts
- 0 - Backpack
- 0 - Bedroll
- 10 - Case, Crossbow Bolt
- 0 - Clothes, Common
- 0 - Rations (1 day)
- 0 - Rope, Silk (50 feet)
- 0 - Tinderbox
- 0 - Torch
- 0 - Waterskin
- 0 - Cartographer's Tools

EQUIPMENT

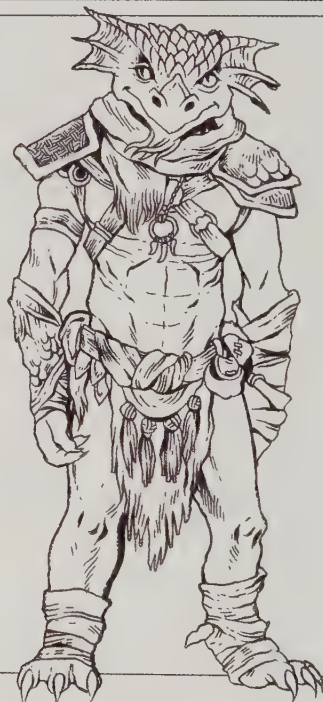
FEATURES & TRAITS

Monk Features:

Unarmored Defense [PHB 78]
Martial Arts [PHB 78]
Ki [PHB 78]
Flurry of Blows
Patient Defense
Step of the Wind
Unarmored Movement [PHB 78]

Dragonborn Racial Traits:

Draconic Ancestry [BR 34]
Breath Weapon [BR 34]
Damage Resistance [BR 34]



Art By
TESS FOWLER

DUNGEONS & DRAGONS®

Rayonde

CHARACTER NAME

Monk 20
CLASS & LEVEL

Dragonborn
RACE

PLAYER NAME

(Milestone)
EXPERIENCE POINTS

BACKGROUND

FLAWS

PERSONALITY TRAITS

IDEALS

BONDS

INSPIRATION

PROFICIENCY BONUS

- Strength +6
- Dexterity +10
- Constitution +9
- Intelligence +6
- Wisdom +9
- Charisma +5

SAVING THROWS

- Acrobatics (+10)
- Animal Handling (+3)
- Arcana (+0)
- Athletics (+0)
- Deception (-1)
- History (+0)
- Insight (+3)
- Intimidation (-1)
- Investigation (+0)
- Medicine (+3)
- Nature (+0)
- Perception (+3)
- Performance (-1)
- Persuasion (-1)
- Religion (+0)
- Sleight of Hand (+4)
- Stealth (+10)
- Survival (+3)

SKILLS

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

Weapons: Longbow, Longsword, Shortsword, Simple Weapons
Tools: Calligrapher's Supplies, Cartographer's Tools
Languages: Common, Draconic

OTHER PROFICIENCIES & LANGUAGES

17
ARMOR CLASS

+4
INITIATIVE

60ft
SPEED

ADDITIONAL FEATURES 163

CURRENT HIT POINTS

TEMPORARY HIT POINTS

20d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

FEATURES & TRAITS

Monk Features:

Hit Points [PHB 77]
Proficiencies [PHB 77]
Unarmored Defense [PHB 78]
Martial Arts [PHB 78]
Ki [PHB 78]
Flurry of Blows
Patient Defense
Step of the Wind
Unarmored Movement [PHB 78]
Monastic Tradition [PHB 78]
Deflect Missiles [PHB 78]
Path of Kenji [XGE 34]
Ability Score Improvement [PHB 78]
Slow Fall [PHB 78]
Extra Attack [PHB 79]
Stunning Strike [PHB 79]
Ki-Empowered Strikes [PHB 79]
One w/the Blade [XGE 34]

Evasion [PHB 79]

Stillness of Mind [PHB 79]
Purity of Body [PHB 79]
Sharpen the Blade [XGE 35]
Tongue of the Sun & Moon [PHB 79]
Diamond Soul [PHB 79]
Timeless Body [PHB 79]
Unerring Accuracy [XGE 35]
Empty Body [PHB 79]
Perfect Self [PHB 79]

Dragonborn Racial Traits:

Draconic Ancestry [BR 34]
Breath Weapon [BR 34]
Damage Resistance [BR 34]

Features:

Martial Adept [PHB 168]



Art By
TESS FOWLER



DUNGEONS & DRAGONS®

Aiden

CHARACTER NAME

Rogue 2
CLASS & LEVEL

Fallen Aasimar Criminal Spy
RACE BACKGROUND

PLAYER NAME

(Milestone)
EXPERIENCE POINTS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+2

15

WISDOM

+0

10

CHARISMA

+0

11

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☒ +2 Dexterity
- ☐ +1 Constitution
- ☒ +2 Intelligence
- ☐ +0 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☒ +4 Acrobatics
- ☐ +0 Animal Handling
- ☐ +2 Arcana
- ☒ +2 Athletics
- ☒ +2 Deception
- ☐ +2 History
- ☐ +0 Insight
- ☒ +2 Intimidation
- ☐ +2 Investigation
- ☐ +0 Medicine
- ☒ +2 Nature
- ☒ +4 Perception
- ☐ +0 Performance
- ☐ +0 Persuasion
- ☐ +2 Religion
- ☐ +2 Sleight of Hand
- ☒ +6 Stealth
- ☐ +0 Survival

SKILLS

14

PASSIVE WISDOM (PERCEPTION)

10

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

Weapons: Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

Tools: Dice Set, Thieves' Tools

Languages: Common, Draconic

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

+2

INITIATIVE

30ft

SPEED

15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

2d8

HIT DICE

SUCCESSSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

DEATH SAVED

Unarmed Strike +2 1 Bludgeoning

ATTACKS & SPELLCASTING

0

0

0

0

15

0

- Leather
- Dagger
- Dagger
- Shortsword
- Backpack
- Bedroll
- Clothes, Common
- Crowbar
- Mess Kit
- Rations (1 day)
- Rope, Hempen (50 feet)
- Tinderbox
- Torch
- Waterskin
- Thieves' Tools

EQUIPMENT

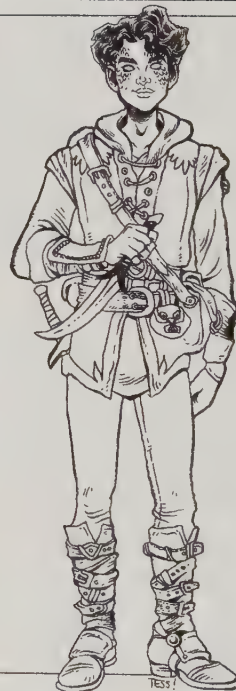
FEATURES & TRAITS

Rogue Features:

- Hit Points [PHB 95]
- Proficiencies [PHB 95]
- Expertise [PHB 96]
- Sneak Attack [PHB 96]
- Thieves' Cant [PHB 96]
- Cunning Action [PHB 96]

Fallen Aasimar Racial Traits:

- Darkvision [VGtM]
- Celestial Resistance [VGtM]
- Healing Hands [VGtM]
- Light Bearer [VGtM]
- Necrotic Shroud [VGtM]



TESS!

Art By
TESS FOWLER

DUNGEONS & DRAGONS®

Aiden

CHARACTER NAME

Rogue 20
CLASS & LEVEL

Fallen Aasimar
RACE

Criminal/Spy
BACKGROUND

PLAYER NAME

(Milestone)
EXPERIENCE POINTS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

STRENGTH

+0

10

DEXTERITY

+5

20

CONSTITUTION

+1

13

INTELLIGENCE

+2

15

WISDOM

+1

12

CHARISMA

+0

11

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +0 Strength
- ☒ +11 Dexterity
- ☐ +1 Constitution
- ☒ +8 Intelligence
- ☒ +7 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☒ +17 Acrobatics
- ☐ +1 Animal Handling
- ☐ +2 Arcane
- ☒ +6 Athletics
- ☒ +12 Deception (I)
- ☐ +2 History (Int)
- ☐ +1 Insight
- ☒ +6 Intimidation
- ☐ +2 Investigation
- ☐ +1 Medicine
- ☐ +2 Nature (Int)
- ☒ +0 Perception
- ☐ +0 Performance
- ☐ +2 Persuasion
- ☐ +2 Religion
- ☐ +5 Sleight of Hand
- ☒ +17 Stealth
- ☐ +1 Survival

SKILLS

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

Weapons: Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons
Tools: Dice Set, Thieves' Tools
Languages: Celestial, Common

OTHER PROFICIENCIES & LANGUAGES

17
ARMOR CLASS

+10

INITIATIVE

30ft

SPEED

123

CURRENT HIT POINTS

TEMPORARY HIT POINTS

20d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

Dagger of Warning +11 1d4+5 Piercing
Vicious Dagger +11 1d4+5 Piercing
Unarmed Strike +6 1 Bludgeoning

ATTACKS & SPELLCASTING

0

0

0

0

0

0

- Leather
- Mariner's Studded Leather
- Dagger
- Dagger
- Shortsword
- Vicious Dagger
- Vicious Dagger
- Backpack
- Bedroll
- Clothings, Common
- Crowbar
- Mess Kit
- Rations (1 day)
- Rope, Hempen (50 feet)
- Tinderbox
- Torch
- Waterskin
- Thieves' Tools

EQUIPMENT

FEATURES & TRAITS

Rogue Features:

- Hit Points [PHB 95]
- Expertise [96]
- Sneak Attack [PHB 96]
- Thieves' Cant [PHB 96]
- Cunning Action [PHB 96]
- Roguish Archetype [PHB 96]
- Fancy Footwork [SCAG 47]
- Rashish Audacity [SCAG 47]
- Ability Score Improvement [PHB 96]
- Uncanny Dodge [PHB 96]
- Evasion [PHB 96]
- Panache [SCAG 47]
- Reliable Talent [PHB 96]
- Elegant Maneuver [SCAG 47]

- Blindsense [PHB 96]
- Slippery Mind [PHB 96]
- Master Duelist [SCAG 47]
- Elusive [PHB 96]
- Stroke of Luck [PHB 97]

Fallen Aasimar Racial Traits:

- Darkvision [VG1/M]
- Healing Hands [VG1/M]
- Light Bearer [VG1/M]
- Necrotic Shroud [VG1/M]

Features:

- Alert [PHB 165]
- Lucky [PHB 167]
- Observant [PHB168]



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TESS FOWLER



DUNGEONS & DRAGONS®

Helene

CHARACTER NAME

Wizard 2
CLASS & LEVEL

Variant Human
RACE

Sage
BACKGROUND

PLAYER NAME

(Milestone)
EXPERIENCE POINTS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

STRENGTH
-1
8

DEXTERITY
+2
15

CONSTITUTION
+2
14

INTELLIGENCE
+2
15

WISDOM
+0
10

CHARISMA
+0
10

INSPIRATION
+2
PROFICIENCY BONUS

SAVING THROWS
☐ -1 Strength
☐ +2 Dexterity
☐ +2 Constitution
☒ +4 Intelligence
☒ +2 Wisdom
☐ +0 Charisma

SKILLS
☐ +2 Acrobatics
☐ +0 Animal Handling
☒ +4 Arcana
☐ -1 Athletics
☐ +0 Deception
☒ +4 History
☒ +2 Insight
☐ +0 Intimidation
☒ +4 Investigation
☐ +0 Medicine
☒ +4 Nature
☐ +0 Perception
☐ +0 Performance
☐ +0 Persuasion
☐ +2 Religion
☐ +2 Sleight of Hand
☐ +2 Stealth
☐ +0 Survival

12
ARMOR CLASS

+9
INITIATIVE

30ft
SPEED

14
CURRENT HIT POINTS

TEMPORARY HIT POINTS

2d6
HIT DICE

SUCCESS ☐ ☐ ☐
FAILURES ☐ ☐ ☐
DEATH SAVED

Unarmed Strike +1 0 Bludgeoning
ATTACKS & SPELLCASTING

EQUIPMENT
0 - Quarterstaff
0 - Backpack
0 - Bedroll
0 - Clothes, Common
0 - Component Pouch
10 - Mess Kit
0 - Rations (1 day)
0 - Rope, Hempen (50 feet)
0 - Spellbook
0 - Tinderbox
0 - Torch
0 - Waterskin

10 PASSIVE WISDOM (PERCEPTION)

12 PASSIVE WISDOM (INSIGHT)

14 PASSIVE INTELLIGENCE (INVESTIGATION)

WEAPONS: Crossbow, Light, Dagger, Dart, Quarterstaff, Sling
TOOLS: Dice Set, Thieves' Tools
LANGUAGES: Celestial, Common, Draconic, Elvish

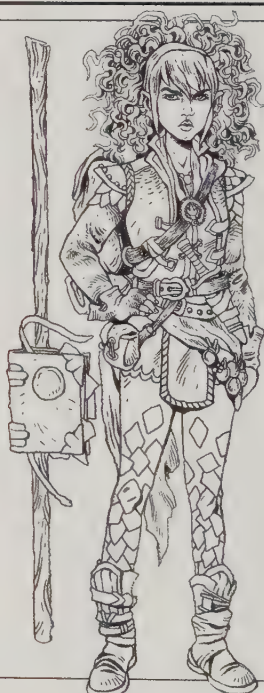
OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

Rogue Features:
Spellcasting [PHB 114]
Arcane Recovery [PHB 115]
Arcane Deflection [XGtE 95]
Tactical Wit [XGtE 60]

Variant Human Racial Traits:
Languages [PHB 31]
Ability Score Increase [PHB 31]
Skills [PHB 31]
Feat [PHB 31]

Feats:
Alert [PHB 165]



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CHARACTER NAME

Wizard 17/Warlock 3
CLASS & LEVEL

Variant Human
RACE

Sage
BACKGROUND

PLAYER NAME

(Milestone)
EXPERIENCE POINTS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +11 Intelligence
- ☒ +6 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +11 Arcana (Int)
- ☐ -1 Athletics
- ☐ Deception
- ☒ +11 History (Int)
- ☒ +6 Insight
- ☐ +1 Intimidation
- ☒ +11 Investigation
- ☐ +0 Medicine
- ☒ +11 Nature
- ☐ +0 Perception
- ☐ +1 Performance
- ☐ +1 Persuasion
- ☐ +5 Religion
- ☐ +2 Sleight of Hand
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

Armor: Light Armor

Weapons: Simple Weapons

Languages: Celestial, Common, Draconic, Elvish

OTHER PROFICIENCIES & LANGUAGES

12
ARMOR CLASS

+12
INITIATIVE

30ft
SPEED

125

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 17d6+3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Shocking Grasp +11 4d8 Lightning
Unarmed Strike +5 0 Bludgeoning

ATTACKS & SPELLCASTING

- 0 - Quarterstaff
- 0 - Backpack
- 0 - Bedroll
- 0 - Clothers, Common
- 0 - Component Pouch
- 10 - Mess Kit
- 0 - Rations (1 day)
- 0 - Rope, Hempen (50 feet)
- 0 - Spellbook
- 0 - Tinderbox
- 0 - Torch
- 0 - Waterskin

EQUIPMENT

FEATURES & TRAITS

Wizard Features:

Hit Points [PHB 113]
Proficiencies [PHB 113]
Spellcasting [PHB 114]
Arcane Recovery [PHB 115]
Arcane Tradition [PHB 115]
Arcane Deflection [XGtE 59]
Tactical Wit [XGtE 60]
Ability Score Improvement [PHB 115]
Power Surge [XGtE 60]
Durable Magic [XGtE 60]
Deflecting Shroud [XGtE 60]

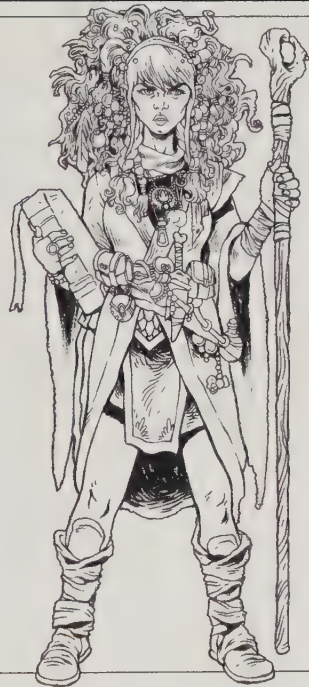
Pact Magic [PHB 107]
Expanded Spell List [PHB 109]
Dark One's Blessing [PHB 109]
Eldritch Invocations [PHB 107]
Armor of Shadows [PHB 110]
Devils' Signet [PHB 110]
Pact Boon [PHB 107]
Pact of the Tome [PHB]

Variant Human Racial Traits:
Languages [PHB 113]
Ability Score Increase [PHB 31]
Skills [PHB 31]
Feat [PHB 31]

Warlock Features:

Hit Points [PHB 106]
Proficiencies [PHB 107]
Otherworldly Patron [PHB 107]

Features:
Alert [PHB 165]



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Helene

CHARACTER NAME

Wizard 2
CLASS & LEVEL

Variant Human
RACE

Sage
BACKGROUND

PLAYER NAME

(Milestone)
EXPERIENCE POINTS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

STRENGTH

-1

8

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+2

15

WISDOM

+0

10

CHARISMA

+0

10

INSPIRATION

+2 PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +4 Intelligence
- ☒ +2 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +2 Acrobatics
- ☐ +0 Animal Handling
- ☒ +4 Arcana
- ☐ -1 Athletics
- ☐ +0 Deception
- ☒ +4 History
- ☒ +2 Insight
- ☐ +0 Intimidation
- ☒ +4 Investigation
- ☐ +0 Medicine
- ☒ +4 Nature
- ☐ +0 Perception
- ☐ +0 Performance
- ☐ +0 Persuasion
- ☐ +2 Religion
- ☐ +2 Sleight of Hand
- ☐ +2 Stealth
- ☐ +0 Survival

SKILLS

10 PASSIVE WISDOM (PERCEPTION)

12 PASSIVE WISDOM (INSIGHT)

14 PASSIVE INTELLIGENCE (INVESTIGATION)

Weapons: Crossbow, Light, Dagger,
Dart, Quarterstaff, Sling
Tools: Dice Set, Thieves' Tools
Languages: Celestial, Common,
Draconic, Elvish

OTHER PROFICIENCIES & LANGUAGES

12
ARMOR
CLASS

+9
INITIATIVE

30ft
SPEED

14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

2d6

HIT DICE

SUCCESSSES ☐ ☐ ☐
FAILURES ☐ ☐ ☐

DEATH SAVES

Unarmed Strike +1 0 Bludgeoning

ATTACKS & SPELLCASTING

- 0 - Quarterstaff
- 0 - Backpack
- 0 - Bedroll
- 0 - Clothes, Common
- 10 - Component Pouch
- 0 - Mess Kit
- 0 - Rations (1 day)
- 0 - Rope, Hempen (50 feet)
- 0 - Spellbook
- 0 - Tinderbox
- 0 - Torch
- 0 - Waterskin

EQUIPMENT

FEATURES & TRAITS

Rogue Features:

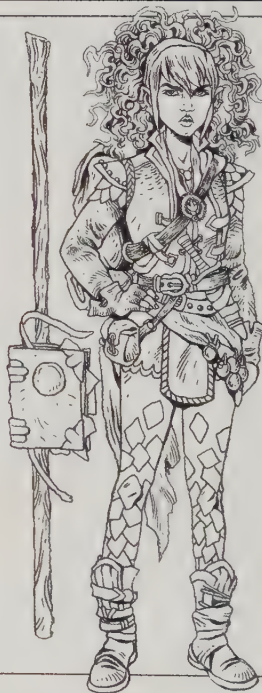
Spellcasting [PHB 114]
Arcane Recovery [PHB 115]
Arcane Deflection [XGtE 95]
Tactical Wit [XGtE 60]

Variant Human Racial Traits:

Languages [PHB 31]
Ability Score Increase [PHB 31]
Skills [PHB 31]
Feat [PHB 31]

Feats:

Alert [PHB 165]



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Helene

CHARACTER NAME

Wizard 17/Warlock 3

CLASS & LEVEL

Variant Human

RACE

Sage

BACKGROUND

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

STRENGTH

-1

8

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+5

20

WISDOM

+0

10

CHARISMA

+1

13

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +1 Intelligence
- ☒ +6 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics
- ☐ +0 Animal Handling (W)
- ☒ +1 Arcana (Int)
- ☐ -1 Athletics
- ☐ +1 Deception
- ☒ +1 History (Int)
- ☒ +6 Insight
- ☐ +1 Intimidation
- ☒ +1 Investigation
- ☐ +0 Medicine
- ☒ +1 Nature
- ☐ +0 Perception
- ☐ +1 Performance
- ☐ +1 Persuasion
- ☐ +5 Religion
- ☐ +2 Sleight of Hand
- ☐ +2 Stealth
- ☐ +0 Survival

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

16

PASSIVE WISDOM (INSIGHT)

21

PASSIVE INTELLIGENCE (INVESTIGATION)

Armor: Light Armor

Weapons: Simple Weapons

Languages: Celestial, Common, Draconic, Elvish

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

+12

INITIATIVE

30ft

SPEED

125

CURRENT HIT POINTS

TEMPORARY HIT POINTS

17d6+3d8

HIT DICE

SUCCESSSES ☐ ☐ ☐ ☐

FAILURES ☐ ☐ ☐ ☐

DEATH SAVED

Shocking Grasp +11 4d8 Lightning

Unarmed Strike +5 0 Bludgeoning

ATTACKS & SPELLCASTING

0

- Quarterstaff

0

- Backpack

0

- Bedroll

0

- Clothers, Common

10

- Component Pouch

0

- Mess Kit

- Rations (1 day)

- Rope, Hempen (50 feet)

- Spellbook

- Tinderbox

- Torch

- Waterskin

EQUIPMENT

FEATURES & TRAITS

Wizard Features:

Hit Points [PHB 113]
Proficiencies [PHB 113]
Spellcasting [PHB 114]
Arcane Recovery [PHB 115]
Arcane Tradition [PHB 115]
Arcane Deflection [XGE 59]
Tactical Wit [XGE 60]
Ability Score Improvement [PHB 115]
Power Surge [XGE 60]
Durable Magic [XGE 60]
Deflecting Shroud [XGE 60]

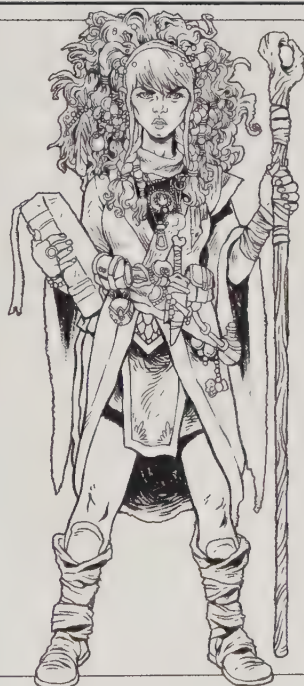
Pact Magic [PHB 107]
Expanded Spell List [PHB 109]
Dark One's Blessing [PHB 109]
Eldritch Invocations [PHB 107]
Armor of Shadows [PHB 110]
Devils' Sight [PHB 110]
Pact Boon [PHB 107]
Pact of the Tome [PHB]

Variant Human Racial Traits:
Languages [PHB 31]
Ability Score Increase [PHB 31]
Skills [PHB 31]
Feat [PHB 31]

Warlock Features:

Hit Points [PHB 106]
Proficiencies [PHB 107]
Otherworldly Patron [PHB 107]

Features:
Alert [PHB 165]



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